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GAMEPRO

#1 VIDEO GAME MAGAZINE

Now For The Genesis!

Splatterhouse 2!

Bigger and Badder Than Ever! Pg. 36

Tips, Tactics & Passwords!

60 Top Tricks! Plus:
New GameBusters–
Final Fantasy II (SNES)
Batman (Genesis)

New Carts!

Darkwing Duck • TMNT IV
Alisia Dragoon • Faceball 2000
Out Of This World
Plus–Might & Magic x 2!
For the NES & SNES

Street Fighter II!

The Champion Edition–
New for the Arcades

The Simpsons!

Summer Fun With 3 New Games on 5 Systems. Too Cool, Man! Pg. 58

An IDG Communications Publication

May 1992
$3.95 Canada $4.95 UK £2.95

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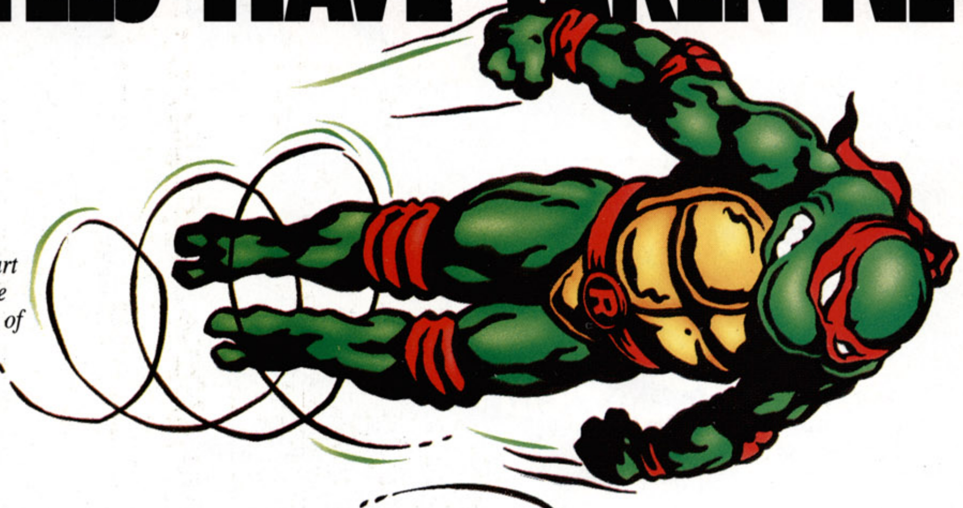
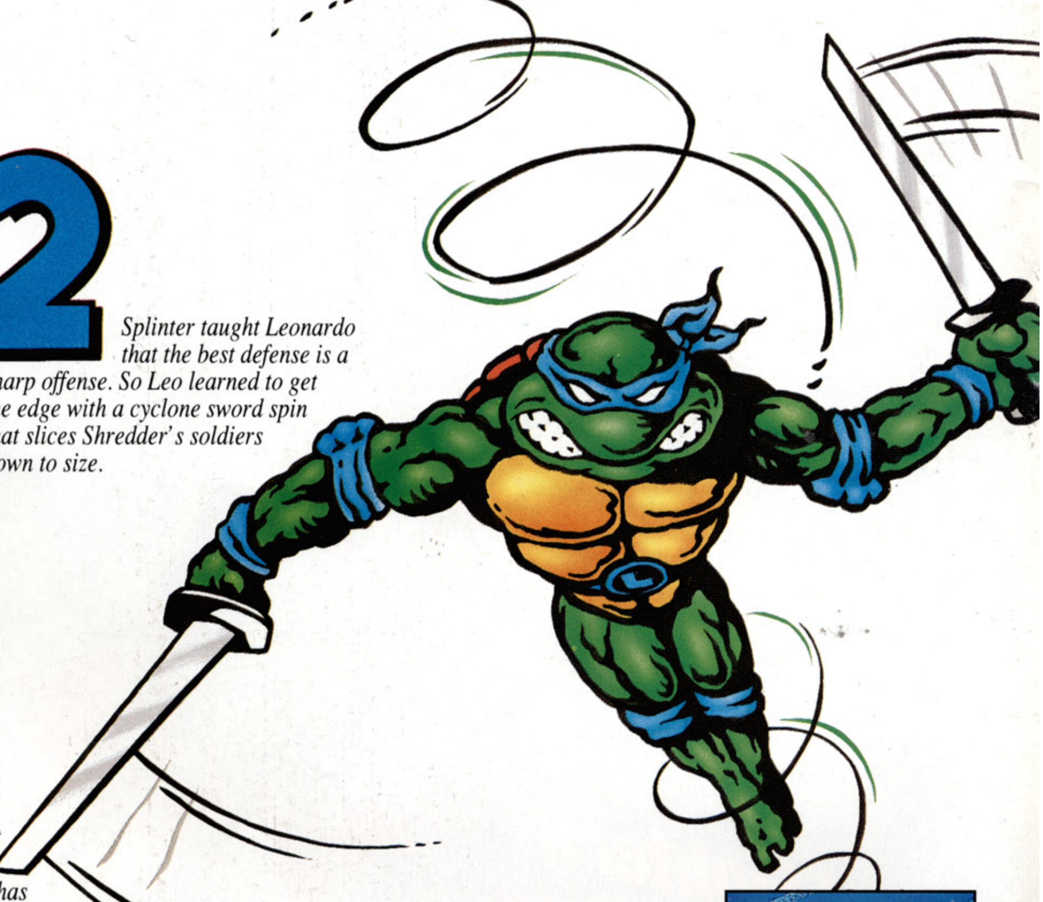
THE TURTLES HAVE TAKEN NEW



1

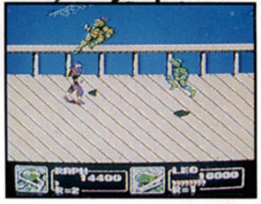
Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.



2

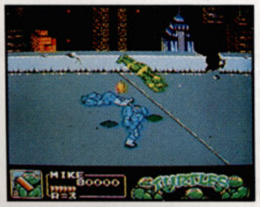
Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.

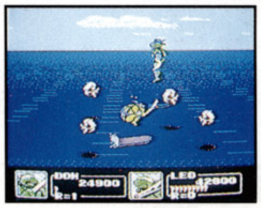
Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.



Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES.™

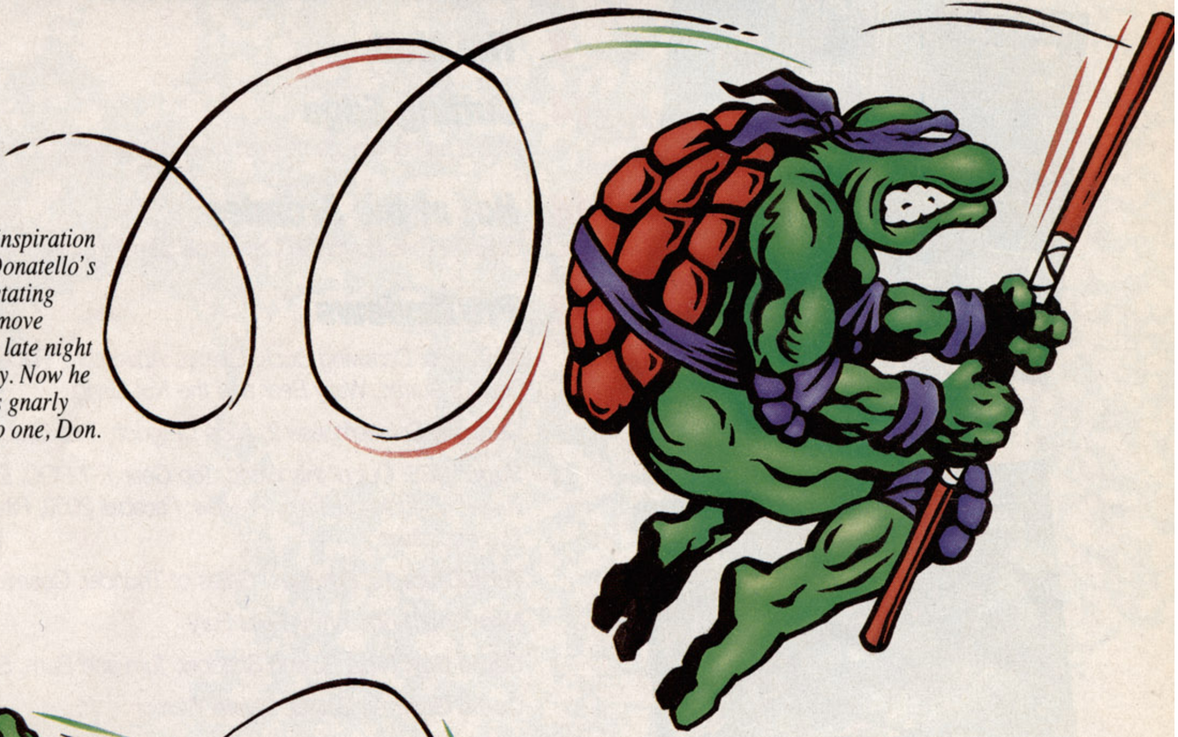
Battle for survival on surfboards, battleships, blimps, star destroyers, and in the seediest parts of Manhattan where even a respectable reptile wouldn't wander.

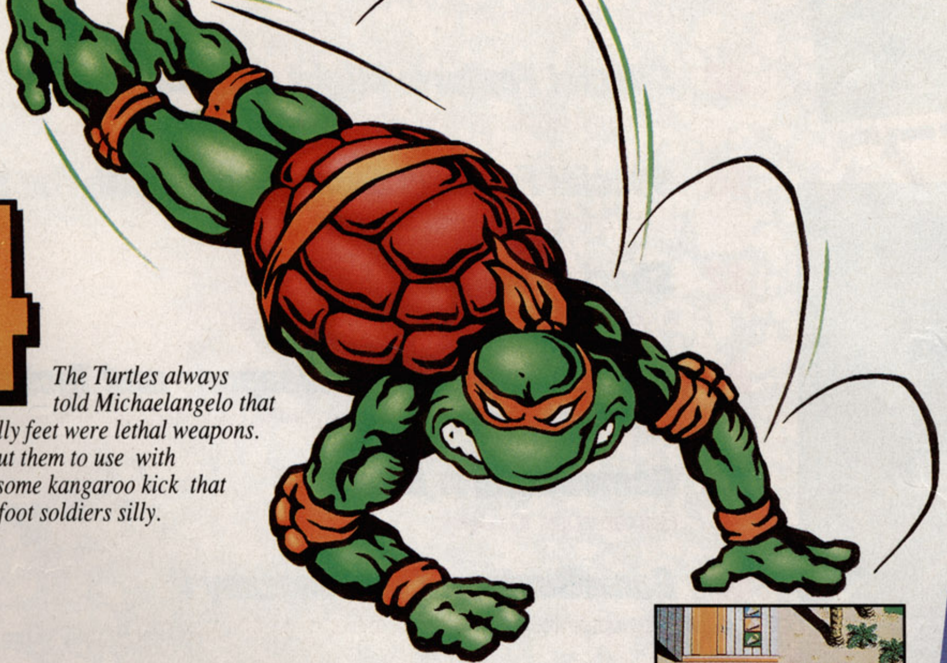




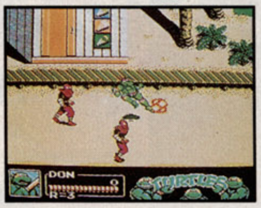
STEPS TO FIGHT CRIME.

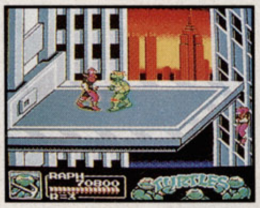
3 *The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.*

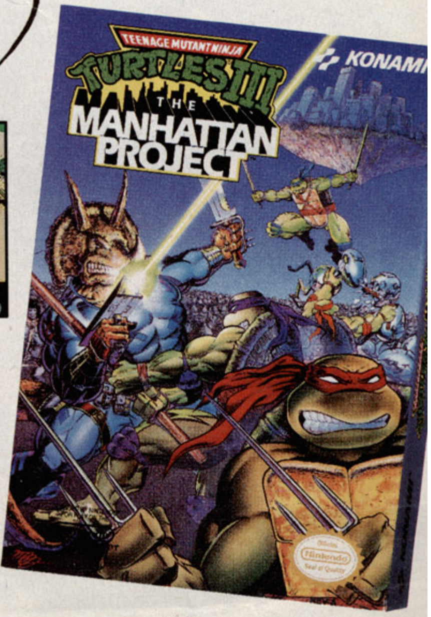




4 *The Turtles always told Michaelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.*







Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

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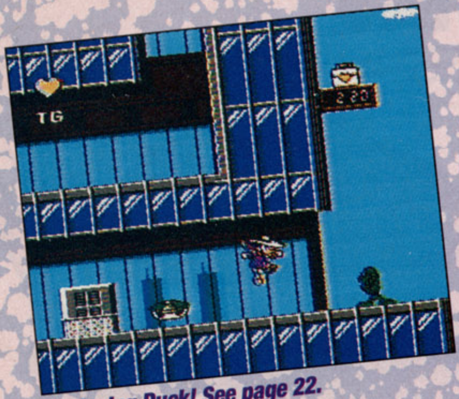

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Genesis: *Splatterhouse 2, Alisia Dragoon, Two Crude Dudes, Sol-Deace*

Super NES: *Out of this World, Top Gear, F-1 ROC, Preview: Teenage Mutant Ninja Turtles IV: Turtles In Time, Preview: Faceball 2000, Pit-Fighter, PGA Tour Golf, The Rocketeer*

TurboGrafx-16: *Previews: Gates of Thunder, Cosmic Fantasy II and more.*

Neo•Geo: *Robo Army, Fatal Fury*

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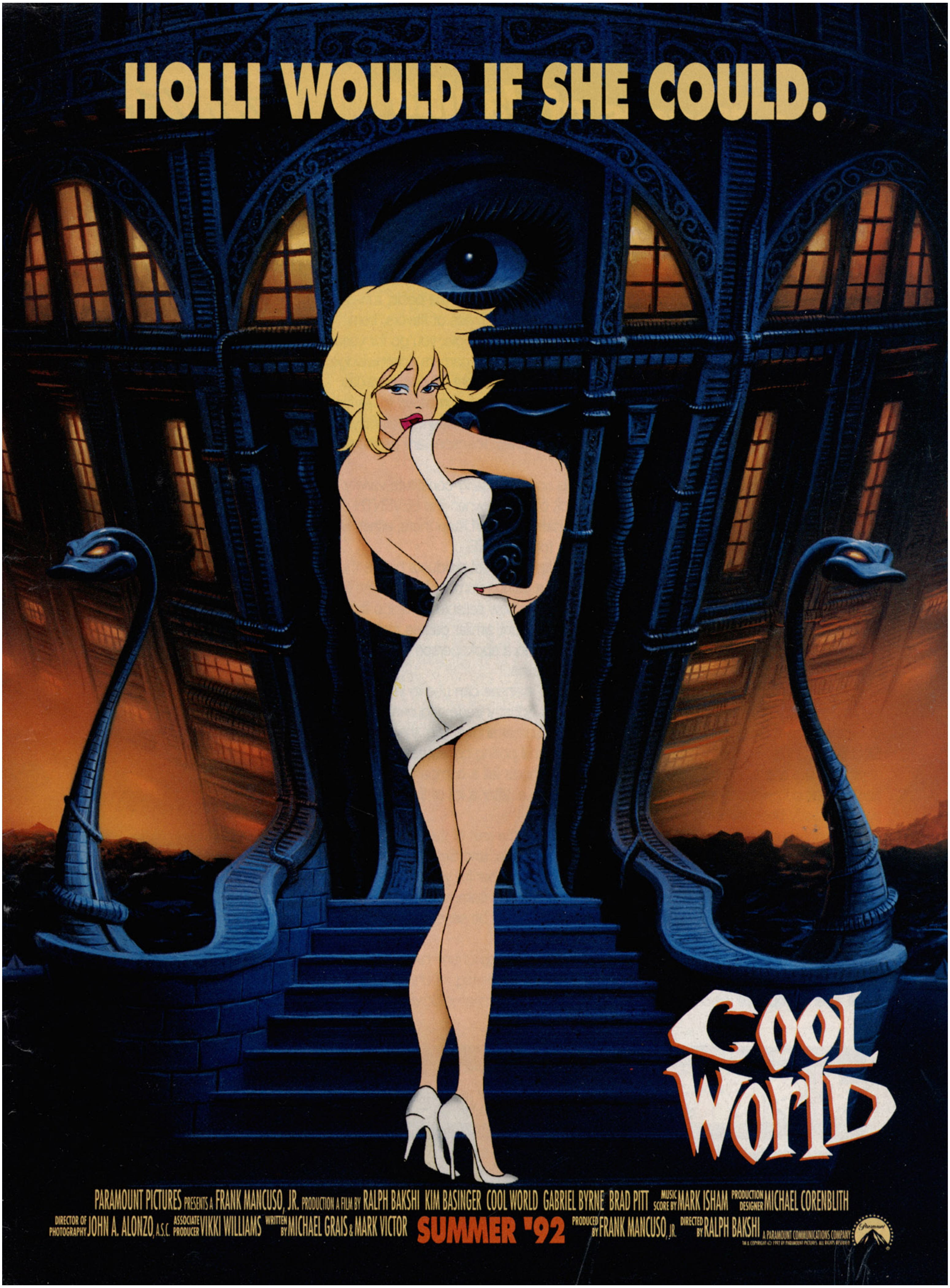
HOLLI WOULD IF SHE COULD.
COOL
World

PARAMOUNT PICTURES PRESENTS A FRANK MANCUSO, JR. PRODUCTION A FILM BY RALPH BAKSHI KIM BASINGER COOL WORLD GABRIEL BYRNE BRAD PITT MUSIC SCORE BY MARK ISHAM PRODUCTION DESIGNER MICHAEL CORENBLITH
DIRECTOR OF PHOTOGRAPHY JOHN A. ALONZO, A.S.C. ASSOCIATE PRODUCER VIKKI WILLIAMS WRITTEN BY MICHAEL GRAIS & MARK VICTOR **SUMMER '92** PRODUCED BY FRANK MANCUSO, JR. DIRECTED BY RALPH BAKSHI A PARAMOUNT COMMUNICATIONS COMPANY

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31 Flavors of Vanilla

By The GamePros

Ice cream connoisseurs, when you head out to a local ice cream parlor to score a triple-scoop sundae, which do you prefer – a shop that offers only the basic, run-of-the-mill flavors (vanilla and chocolate) or a place that offers a mess of flavors, from rum ripple to macadamia coconut fudge? If you're like most people, you go for variety.

Variety applies to the video game world, too. Retailers and gamers acknowledge that the biggest advantage Sega had over Nintendo in their recent 16-bit Christmas skirmish was a huge, diverse library of software – over 150 titles compared to 24 for the SNES. In an attempt to overcome this Genesis selling point, Nintendo recently increased the number of titles (from three to six) that its SNES licensees are permitted to manufacture.

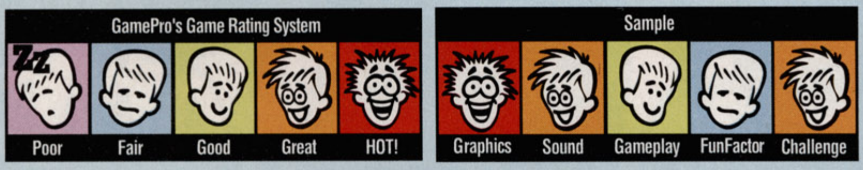
However, we all know that sheer numbers do not necessarily constitute variety. Later this year, SNES owners will discover this lack of variety when the SEVENTH golf simulation appears for the SNES. The game duplication doesn't stop there, either. By Summer's end, there will also be four soccer carts for the SNES.

Although Nintendo of America evaluates all of its licensees' products before they approve them for mass production, they only report a ratings number back to the licensee. A ratings number is a score that tells a licensee how sellable Nintendo thinks the game is. The rating, however, doesn't take into account similar games that come into the market at the same time. Although, according to a spokeperson at Nintendo, Nintendo will provide this information if a licensee inquires.

There are a number of other research avenues a licensee can use to investigate the marketability of a title. These include: reading the industry trade and consumer publications (e.g. *GamePro*), attending trade and consumer shows (e.g. the Consumer Electronics Show, Software Publishers Association), and polling consumers to see what they like and want. However, none of these methods tell a company what games their competitors are creating until it's too late, i.e. after a lot of time and money has already been invested in the product.

The only surefire way a licensee can research what the rest of the video game industry is doing is by talking to the other licensees, Nintendo, and Sega. While it's true that video game companies are in competition with each other for your dollar, the video game industry as a whole benefits when there is open communication among the game producers. If achieved, you can bet there wouldn't be seven golf simulations coming for your SNES.

A diverse games library is a key ingredient to the success of any new video game system. Too many variations on the same theme get boring mucho pronto. After all, even if you love ice cream, would you really want 31 varieties of vanilla?



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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Volume #4; May 1992 Issue

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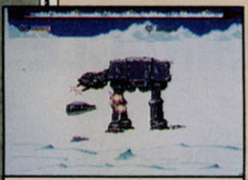
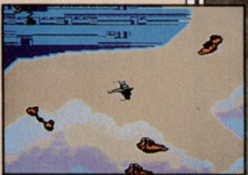
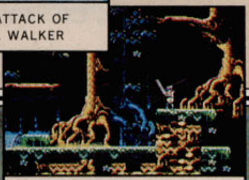


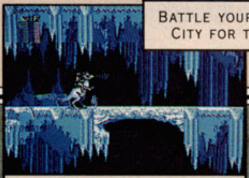
DODGE THE ATTACK OF AN IMPERIAL WALKER



BATTLE YOUR WAY TO CLOUD CITY FOR THE SHOWDOWN



LEARN THE WAYS OF THE FORCE FROM YODA



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Hidden Education

This letter is in response to your request for opinions on educational video games (The Mail, February '92). I am a 25-year-old woman with a degree in Psychology. I am very addicted to video games! I believe all video games have some educational value. I have seen my young nephew eagerly trying to read and understand the meaning of words printed on his video games. When running across these same words in different situations, he usually recognizes them and remembers what they mean.

Plenty of games also teach kids about the concept of money. Take role-playing games for example. When a child needs to buy weapons or supplies for their character, they must first figure out how much money they have to spend, as well as the best way to spend it. Puzzle games are another good example. They teach children to strategize and plan ahead. Even games which contain "video violence" can both teach and improve hand/eye coordination. Parents who believe playing video games is a wasteful pastime should reconsider. While it is not on par with reading a book, playing video games is better than sitting on the couch staring at cartoons all day! Video games at least get people, big or little, involved and thinking!

Kelly Mummert, Fairborn, OH

Takin' A Break from Education

In no way, shape, or form do I want to imply that education isn't important. It's very important, and I take it very seriously. However, as an avid video game player and a full-time college student, I see the educational aspect of video games a little differently. When I come home from a mind-blowing day at school to an evening of mind-blowing homework, I need to give my mind a rest before I dig in. That's when I grab my Game Boy, pop in one of my favorite games, and "relax" for a while. There's so much information we must absorb in our day-to-day lives that it's nice to tune out a little bit. I purchase and play these games as a noneducational retreat!

Marc Howard, Gardena, CA

In the Red

I have a complaint concerning your color choices for the lettering of your ProTips. I've noticed that occasionally you print a tip in a color that is similar to the color of the background design. This makes the tip extremely difficult to read. An example of this can be found in the Game Busters section on page 122 of the February '92 issue. The ProTip was written in red ink, and the background is a reddish pink color. Therefore, the tip was drowned out in a sea of red. ProTips are one of the best aspects of your fine magazine. I urge you to avoid this.

(All of GamePro's editorial pages (excluding the ad pages) are created with the use of computers. From this digital stage, the pages are converted into film, similar to a color photograph. Regular paper pages are then printed from the color "proofs." During this page-building process, the colors of both the artwork and the backgrounds can gain or lose intensity. This is what happened with the ProTip you saw, or rather, didn't see. The red background actually started as pale pink. However, by the time it went through the entire page-building process, it appeared very red in color. Our art department works very hard to avoid these types of problems. Unfortunately, sometimes they can't. – Ed.)

Monitor Wizard

I would like to offer some advice to readers who are interested in hooking an SNES to a Commodore monitor. This can easily be done by taking the multi-pin cable that comes packaged with each SNES and doing the following: Plug the yellow cable into the video jack on the front of your Commodore monitor. Then plug the red and white audio pins into a "Y" adaptor. Finally, plug the adaptor pin into your monitor's single front audio jack, and you're set to go.

Glen McCall, Ontario, Canada

(Thanks for the tip. – Ed.)

Caring for Your Joystick

For any of you who use the Genesis Arcade Power Stick, I have a tip I'd like to share. After about a year of use, I noticed my Power Stick was beginning to stick. Whenever I'd move a character in a given direction, it would continue moving even after I'd eased off the controls. This was frustrating me to no end, so I decided to investigate. After carefully removing the bottom of the Power Stick, I discovered that the inside was coated with a black plastic dust. I'm sure this dust was caused by the joystick grinding against the spring. I simply dusted away the particles (contacts included) and my Power Stick worked like new!

Frank Polaski, Fort Wayne, IN

(Thanks for another great tip, but as a reminder to our readers: Before you tamper with any type of video game equipment, first check to see if it's under warranty. If so, make sure you read over the warranty before you take anything apart. Some warranties are automatically invalid when equipment has been tampered with. – Ed.)

A Correction

In the March '92 "Letter from the GamePros," Tiny Toons for the Game Boy was listed as a Capcom product. In fact, it is a Konami product, as we note in the Tiny Toons ProReview in that issue. We extend our sincerest apologies for the oversight to Konami, Capcom, and our readers. – Ed.

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 3329
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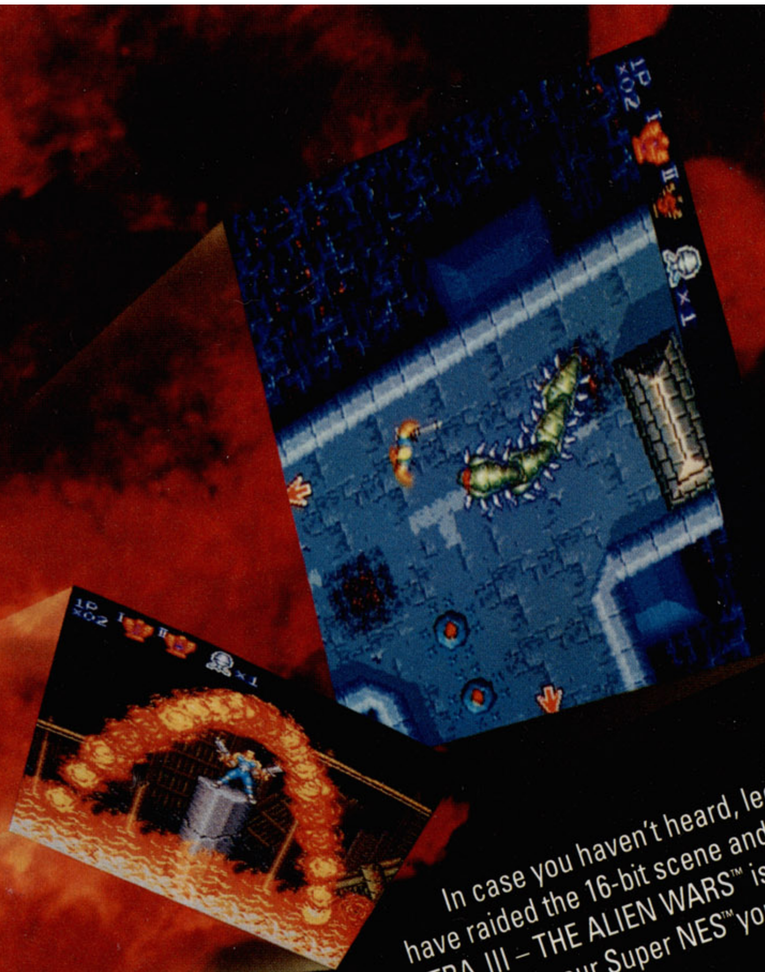
Thanks for your input!

WE HAVE
ONE THING
TO SAY
ABOUT
CONTRA® III
FOR THE
SUPER NES.™

BOOM.



In case you haven't heard, legendary Contra commandos have raided the 16-bit scene and blasted it to ballistic dimensions. CONTRA III – THE ALIEN WARS™ is primed and designed to blow your mind. It will do things with your Super NES™ you never thought possible, and leave you quaking in your combat boots.

Mode 7 technology brings new meaning to military intelligence, engulfing you in a 3-D sensation and surrounding you with an alien-ridden apocalypse. Hyper-speed graphics run smooth with no breakups through vivid and volatile city streets, highways, skyways, factories and desert badlands to the guts of the archenemy alien, notorious Red Falcon. Scale walls and grip girders and ropes to maneuver your way past an army of gigantic beasts bursting out of your screen. Blast your way through side and top-view missions with advanced, double-fisted weapons. The explosions are the next best thing to being there, without the smell of smoldering alien.

This is the big one. The mission your Super NES was built for.

KONAMI
CONTRA III
THE ALIEN WARS
LICENSED BY Nintendo
KONAMI
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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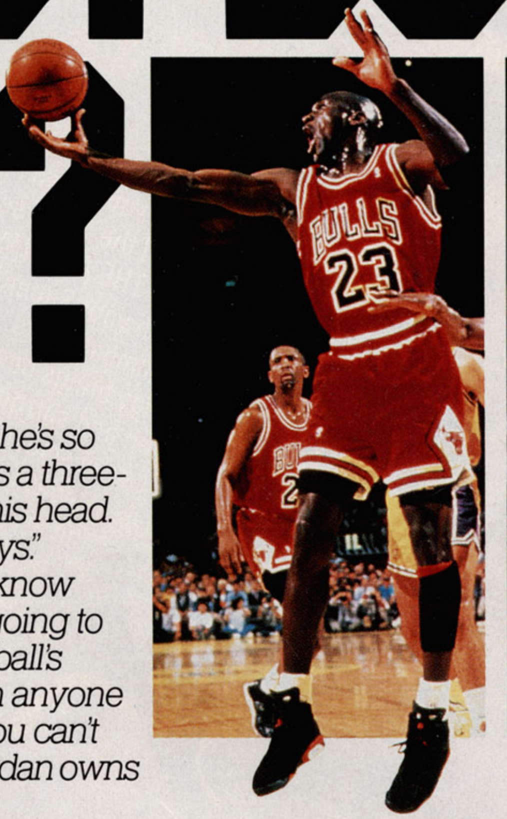
CAN JORDAN SHOOT DOWN BIRD?



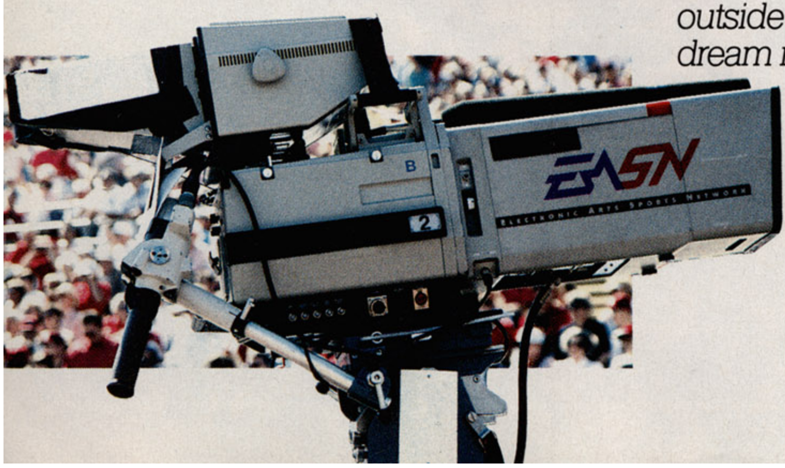
"Larry's scary," says Michael. "Man, he's so consistent, never letting up. The guy's a three-point machine with eyes all around his head. And he can hurt you in so many ways."

Bird: "Michael's unreal. You never know what he's going to do. Basketball's never seen anyone this creative. I mean, when he's on, you can't turn him off. Talk about hang time, Jordan owns the airwaves."

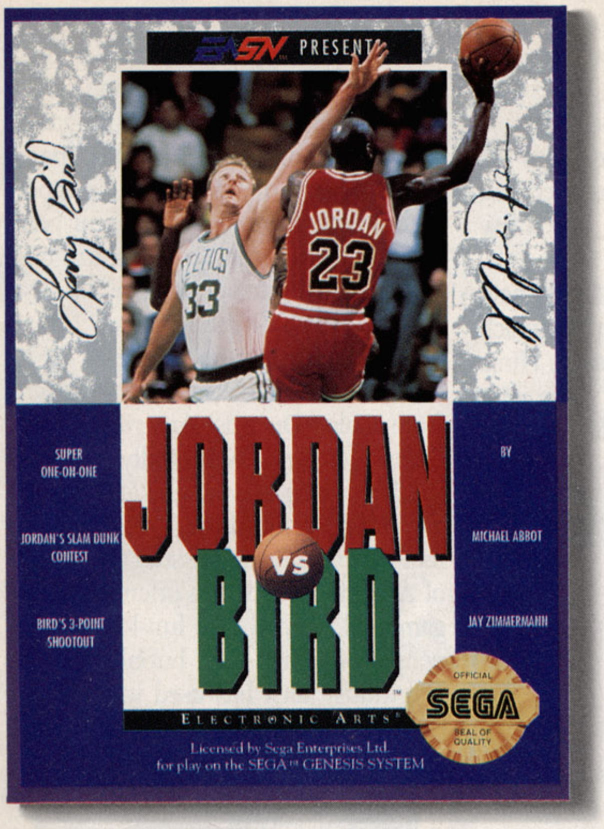
SEGA GENESIS

Jordan vs. Bird.™ The game designed by the guys who redesigned basketball: Michael and Larry. They've done everything you can in the sport. Scoring titles. MVP awards. All-Stars. Championship rings.

But they've never gone toe-to-toe like this before. Super One-on-One action. Larry's dead-eye outside game against Michael's explosiveness. The dream match-up anyone would jump through hoops to play. Don't miss what happens when these shooting stars collide.



Jordan and Bird—the modern architects of basketball—co-designed this game. So you know this one's for the record books.

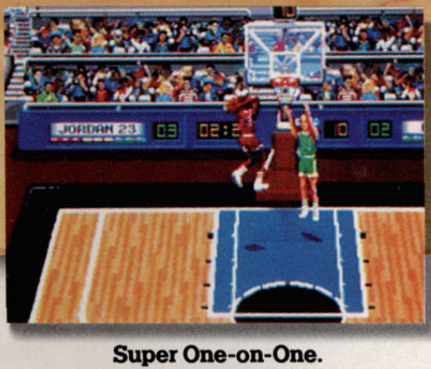

EASN PRESENTS
SUPER ONE-ON-ONE
JORDAN'S SLAM DUNK CONTEST
BIRD'S 3-POINT SHOOTOUT
JORDAN VS BIRD
BY
MICHAEL ABBOT
JAY ZIMMERMANN
OFFICIAL SEGA SEAL OF QUALITY
ELECTRONIC ARTS
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Jordan vs. Bird scores an incredible three pointer: three events in one game. First, there's Super One-on-One. You choose whose shoes you want to play in, Michael's or Larry's. You've got their authentic signature moves, sweet spots, and complete player control. Michael's aerial assaults and steals. Larry's spins and radar shooting. Plus more long range bombs than the Gulf War.

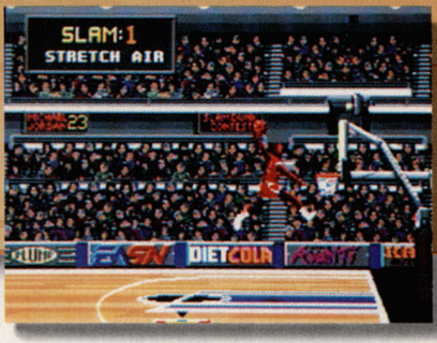
Once you've settled the score, defy gravity in Michael's Slam Dunk Competition. With ten classic Jordan jams like the Helicopter, Leap Frog, Fly Swat, Hula Hoop, and Stretch Air. The more daring the dunk, the more points you earn with the judges and crowd.

In Larry's 3-Point Shootout, you fly with Bird from downtown. With 60 seconds to sink as many buckets as you can. And money balls count double. Find your rhythm and you might just top Larry Legend's winning score of 22.

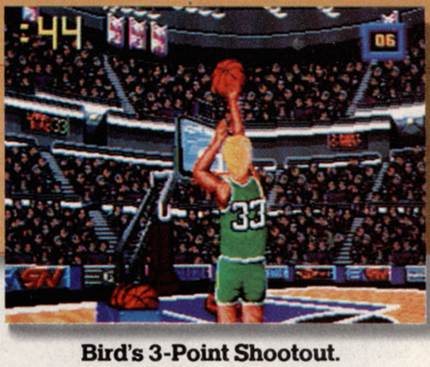
THREE ALL-STAR EVENTS IN ONE GAME.



Super One-on-One.
The ultimate match-up. Jordan's aerial artistry vs. Bird's dead-eye shooting.


SLAM: 1
STRETCH AIR

Jordan's Slam Dunk Competition.
Fly high, score higher. Five judges rule the court when Michael takes off in the Slam Dunk Competition.



Bird's 3-Point Shootout.
Gobble up those 3-pointers like Bird and be the ultimate money ball player.

You know it's a major sports event because EASN's there to cover it. With your detailed stats at the end of every quarter. Instant replay. Even a "Bird's-eye" view from 3-point range.

Visit your local EA dealer or order by phone any time: (800) 245-4525. And conquer the only challenge that remains for Michael and Larry: Each other.

EASN™
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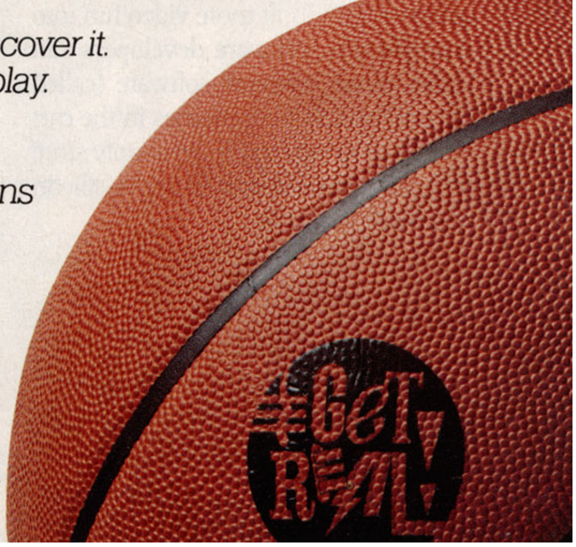


CUTTING EDGE

By the Whizz

Multi-Game Carts

They used to be a no-no. Now video game companies are saying yes-yes to multi-game cartridges.

More Fun for Your Buck!

Multi-Game Carts. The name conjures up visions of inexpensive Asian rip-offs, with names such as "100-in-1" and "50-in-1." In the past, these games were often simple, single-level puzzlers or illegally copied versions of existing games, where each regular level was isolated and merely called a single game.

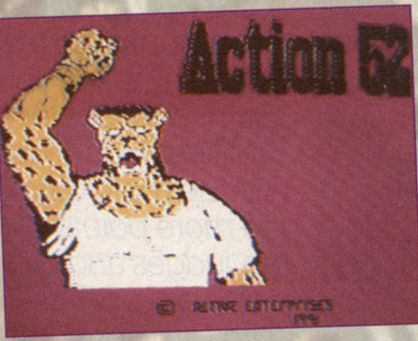
Multi-game carts are getting a new look and a decidely spruced-up image for the '90s. Camerica's leading the way with its Quattro series (see Quattro Adventure Pro Review this issue), which contains four games in a 2 meg cart. Quattro Sports and Quattro Adventure are available now. American Video Entertainment and Active Enterprises are bringing in carts with 30-games-in-1 and 52-games-in-1 respectively. Even Nintendo, a vigilant multi-cart buster, is getting into the act with its Super Scope six-pack (see *GamePro*, April '92).

There isn't a whole lot of mystery to packing a bunch of games into a single cartridge. To fit more video fun into a single cart, software developers can either create common software (called drivers) which all the games in the cart can share to save space, or simply store as many games as will fit in the silicon real estate available.

Action 52

Active Enterprises (305/559-0711, Miami, Fl) packs 52 games in its Action 52 cartridge due out in May. Created, developed, and produced in the U.S., the Action 52 utilizes 16 megabits (four 4-meg chips) of storage ROM. The games in the Action 52 share software drivers which handle common functions for all the games, such as menu-selection, basic jumping and shooting, and a few other features.

Active has programmed brand-new, original games for the Action 52, which feature from 3 to 20 stages each. Ninja Assault is a four-level action game with sampled voices and sound. It's short on storyline, but big on hack-'n'-slash action. Billy Bob is a cartridge cowboy, who must save his sweetheart, Marylou, from the bad guys. Time Warp Tickers takes place across a weird-looking, surrealistic landscape. The hero is a hand à la the Addams Family's Thing, specifically an index finger, a third finger, and a thumb.



Cheetahmen star in Action 52.

The Action 52 has a showcase game, too. The Cheetahmen is a six-level, action/adventure with characters that will also star in their own separate NES cart and possibly in a syndicated cartoon show. You guide the three giant Cheetahmen in their fight against the evil beings ruining Game Land.

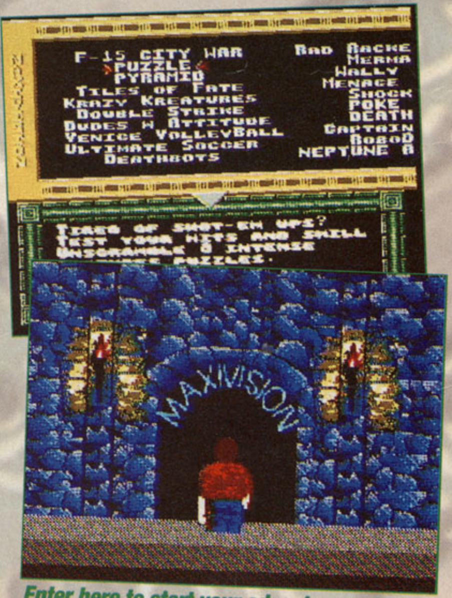
The cart's priced at an eye-opening $199 suggested retail. Divide that figure by 52 and you get Active's marketing strategy for the Action 52 and a key attraction of multi-cart games – price per game. The Genesis version of this cart is slated for a September release.

MaxiVision

American Video Entertainment (415/342-9737, Burlingame, CA) put 30 games into the MaxiVision cartridge, which packs its multi-game fun into 24 megs (two 8 meg ROMs and two 4 meg ROMs). MaxiVision is due out in June.

AVE didn't jump through a lot of hoops to store its games in one cart. It merely reprogrammed existing games to fit into the existing ROM space. Aside from some circuitry to support menu-selection and supplement bank switching necessary to direct the NES CPU to game info, all the games are exact duplicates of existing carts.

In fact, twenty-five of the 30 games have been available in their own carts from Color Dreams, American Game Cartridges, and AVE. Wally Bear and the No! Gang is a cute skateboarding game with an anti-drug message (see its ProReview in this issue). Mermaids of Atlantis is an action-oriented puzzle game, where you help fun-loving Merpeople pop high tech bubbles that an evil industrialist has used to surround their games. Ultimate League Soccer and Venice Beach Volleyball are two sports games. F-15 City War is an action-packed, jet combat game. Dudes with Attitude and Dudes with Attitude II are outrageous treasure hunt games.



Enter here to start your adventures with MaxiVision.

MaxiVision will cost $149.95. Again, AVE says price per game is where the value is.

The More the Merrier?

How good can the games in these carts be? As we always say, the proof's in the playing. See the review of Camerica's Quattro Adventure in this issue of GamePro and stay tuned for more reviews of multi-game carts in future issues.

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SEGA GAME GEAR
SPORTS TALK BASEBALL
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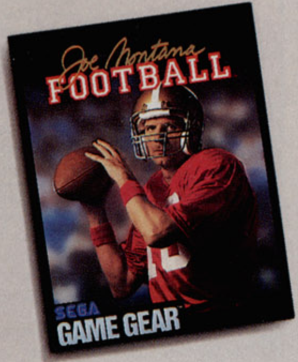

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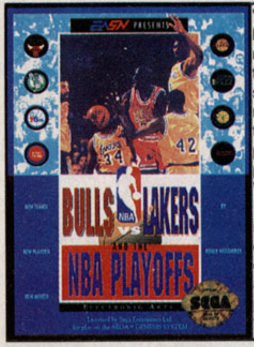

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exile
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SEGA

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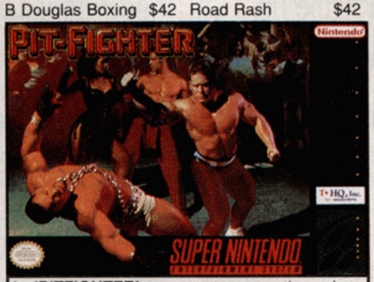

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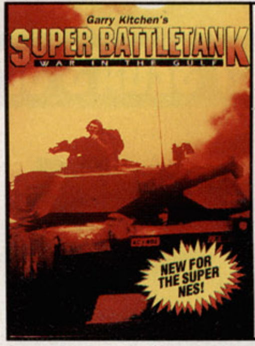

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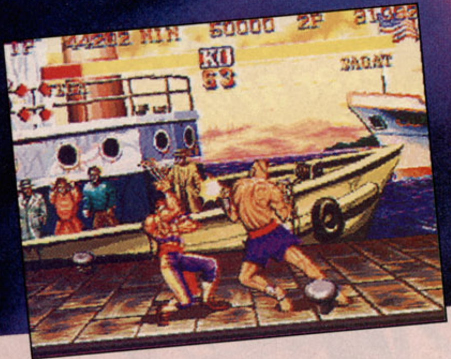
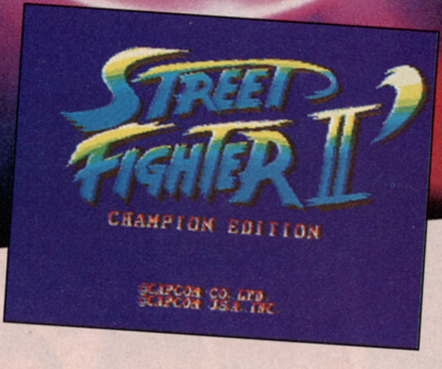
55S44

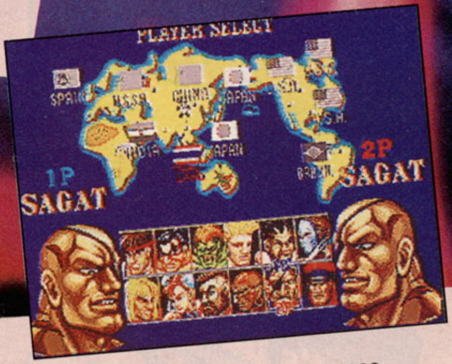
HOT AT THE ARCADES

By Hack 'n Slash

The hottest action in the arcades is heading for a core meltdown. The eagerly anticipated Streetfighter II: Championship Edition is here! As if the lines for Streetfighter II weren't long enough already, this upgrade, with all its new features, is guaranteed to pack arcades to the max!







Streetfighter II: Championship Edition (Capcom)

Streetfighter II black belts will find themselves at home with the beat-'em-up action in the Championship Edition. It features the same graphics and game controls as the first edition. The fights even take place in the same 12 areas.

The most notable feature upgrade is the ability of both players to choose from all 12 characters, including Balrog, Vega, Sagat, and M. Bison. These characters were reserved for the computer in the original game. For true head-to-head challenges, two players can also fight each other as the same character. Instead of the 28 possible match-ups in Streetfighter II, the Championship Edition offers a mind-blowing 78 possible fights!

Several characters have new and improved moves in their deadly repertoirés. If you think you've mastered all the Streetfighter techniques, take a peek at these:

Chun Li: When you're in throwing range, press Towards plus Roundhouse. She'll jump up, kick her opponent in the chest, flip into the air, and land on his head with a downwards kick.

Chun Li: Also when in you're in throwing range, press Towards plus the Forward Kick. She'll make a flip kick to the chest and automatically flip backwards to safety.

Ken and Ryu: Their Dragon Punches have been pumped up to cover a wider area of attack.

M. Bison: Push Down while you press Roundhouse. He'll jump onto an opponent's head, landing on his chest with a downwards punch.

M. Bison: To launch an awesome aerial drill attack, pull away from an opponent for two seconds. Then push Towards, while simultaneously pressing any punch button.

Blanka: It's easier to charge his electricity, even if you use the Fierce punch button.

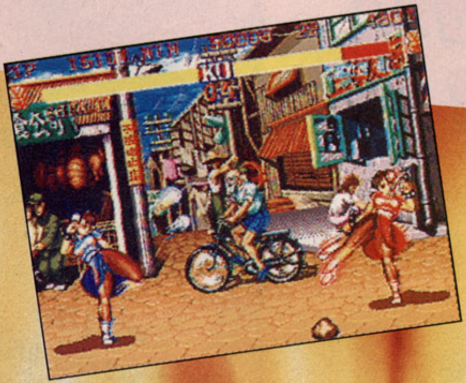
Sagat: Throw high and low fireballs by using the Punch or Kick button and the correct joystick rotation.

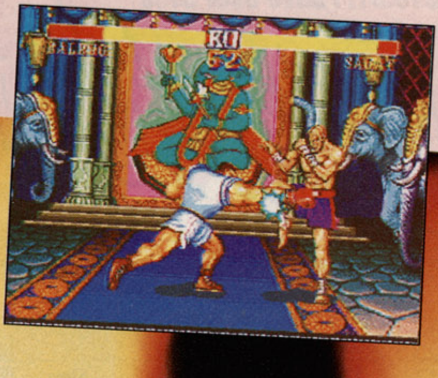
E. Honda: The sumo headbutt attack is faster and meaner.

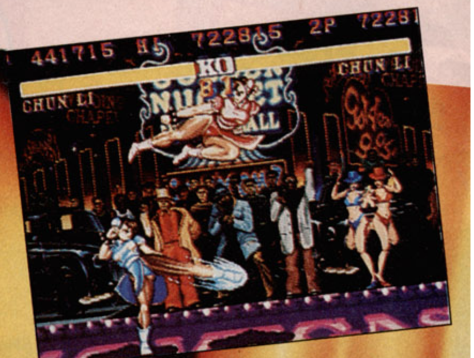
E. Honda: Use the Fierce button to launch a series of rapid sumo punches.

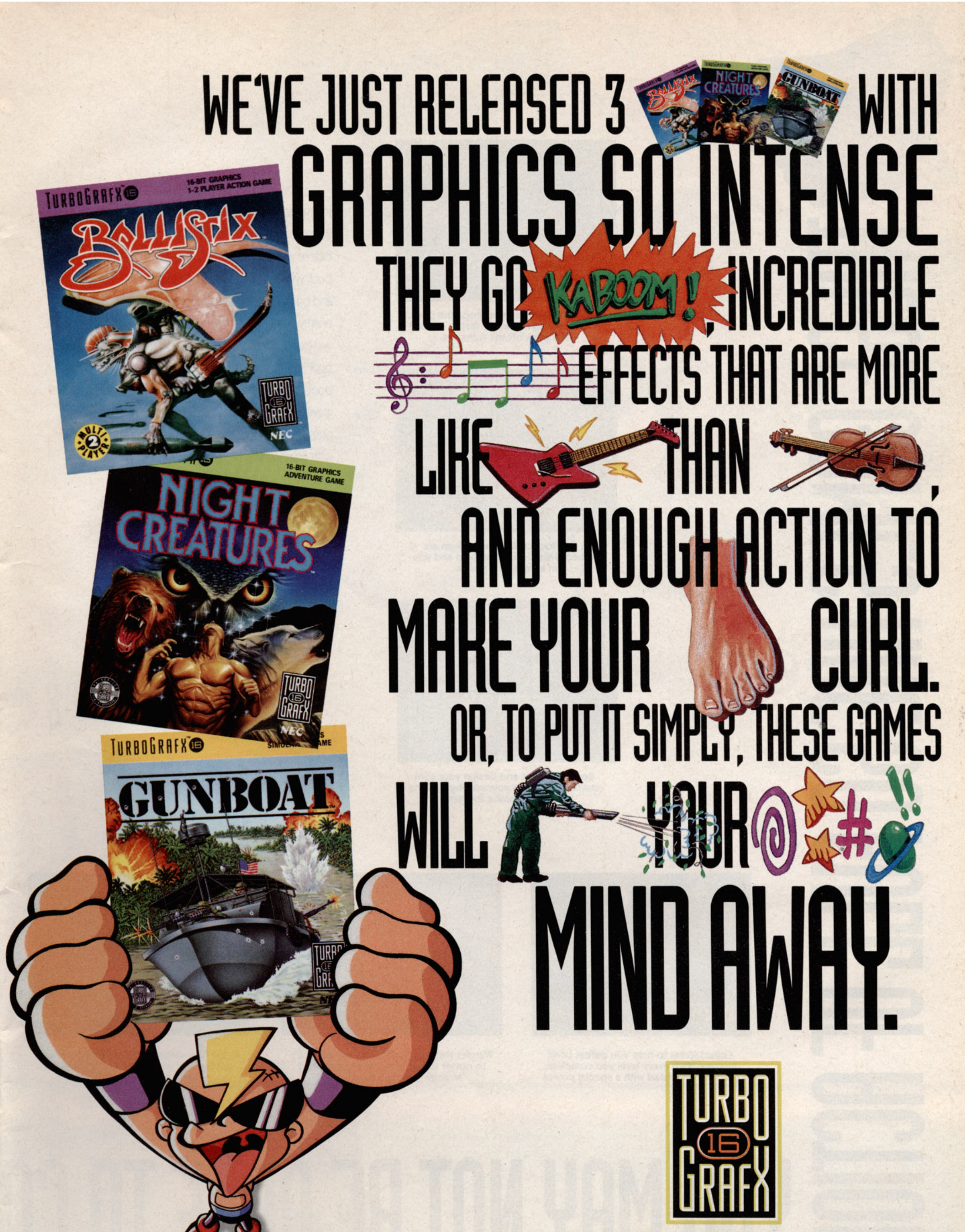
Balrog: Headbutt opponents when you get within throwing range.

Zangief: You move towards your opponent when you engage the spinning attacks.





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GUNBOAT
TURBO 16 GRAFX

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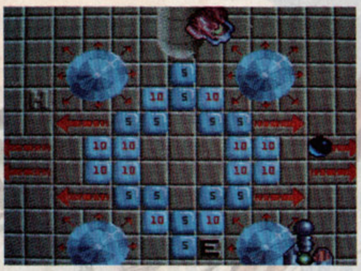
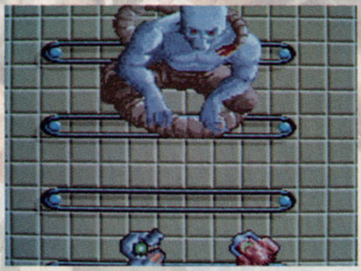
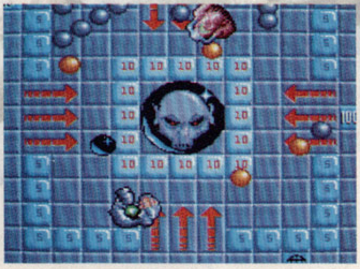
THESE GAMES ARE SO FULL OF ACTION, YOU MAY NOT BE ABLE TO CO



When the alien referee drops the puck, you'll have to maneuver fast to control the puck off the bumpers.



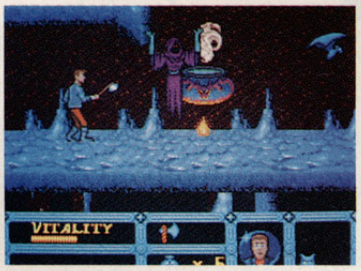
On the floor of Ballistix Stadium are numbered tiles. Activate them and you can earn bonus points.



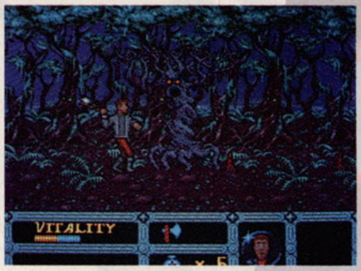
Be an architect and design your own stadium. Eight reprogramming options let you customize the game.

You're a gladiator about to face off in an intergalactic game of space hockey called Ballistix. An alien hand drops the puck. And before you know it you're off blasting at the puck with your cannon, ricocheting it off walls and bumpers and trying to slam it into the enemy goal. Hitting bonus items on the way will boost your score. Hitting land mines and puck splitters won't. Not to mention the acid pools, puck magnets, and the weird effects of gravity you'll find on the playing field. And be prepared, because Ballistix comes flying at you with graphics that are out of this world, and sound that will hurtle you into the next. But if you still think this game is a slapshot in the face, we let you change the difficulty levels in every part of the game, from the puck's speed to the nagging pull of gravity, to give you a fair shot. So suit up and get Ballistix. Because outer space has no room for spectators.

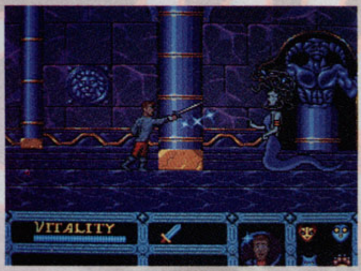
BALLISTIX™



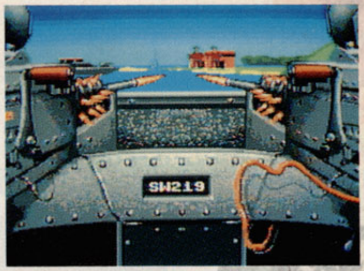
Collect items to help you defeat Level Bosses. With every level you complete, you'll be rewarded with a special power.



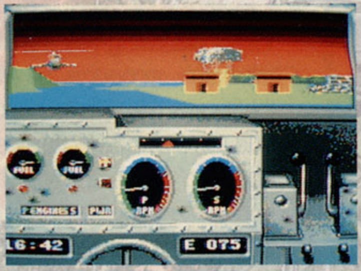
Wander through Darkwood Forest and try to outwit the wolves, werewolves, and strangling vines lurking here.



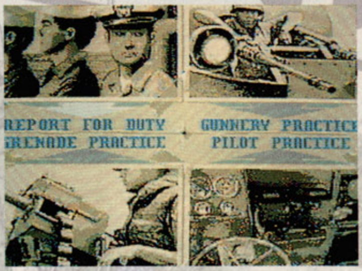
In the final stage, The Queen of Darkness appears. If you defeat her you will be rescued from the curse.



First person perspective lets you identify and destroy enemy targets from four different gunnery positions.



Receive updates about your target, engine power, RPM, and direction as you monitor the action from the pilot's station.



Practice the skills you'll need to survive before you go head to head against Colombian drug lords, rebel armies, and the Viet Cong.

You've just been put in command of a Navy Patrol Boat. But before you get your orders, you'll receive training as a sharpshooting machine gunner, a deadly artillery expert, and a steely eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll shove off to rescue POW"s from the Viet Cong. Or go up against a Colombian drug cartel. Or root up the fanatic rebel army of a deposed South American dictator. As you do battle, monitor the action from a first person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your visa card. Because the jungles of the world don't take excuses. And they don't take Americans kicking ass. **GUNBOAT**

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmarish levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves and other demons of the night. Get help from the few friends you meet on your journey. Iron swords, crossbows, rifles, and other life saving weapons are yours to use, if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the hair raising graphics and spine tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go get yourself a nice, black velvet cape. **NIGHT CREATURES**

NTAIN YOURSELF.

TURBO 16 GRAFX

Turbo Technologies, Inc.

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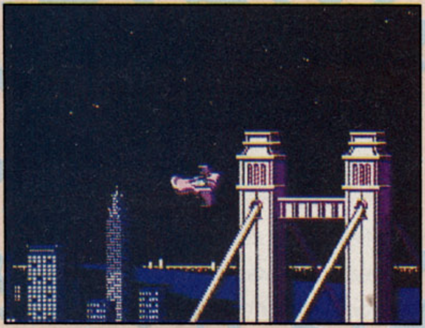
NINTENDO PRO REVIEW

By Slasher Quan

Calling DW! Calling DW! A city-wide crimewave has put a clamp on St. Canard and the city's in an uproar. No matter what it takes, we need "the terror that flaps in the night" to rescue us from the scourge of the F.O.W.L. organization! It's a dirty, thankless job, but some duck's gotta do it.



He swoops out of the shadows...

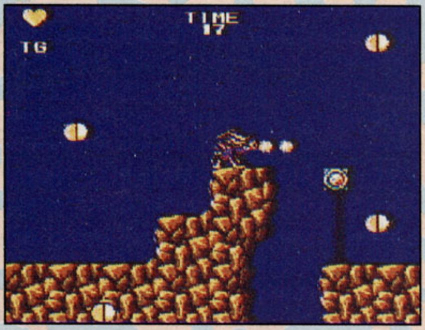
Darkwing Does It Again

Fresh from a full season of Disney Afternoon crime-busting, Darkwing and friends are swooping into your Nintendo! That's right, Capcom U.S.A. (the same publisher that brought us animation greats, such as DuckTales and Chip 'n Dale Rescue Rangers) is responsible for this latest cartoon cart for the NES. Although Darkwing brings along his goofy sidekick, Launchpad McQuack, and that screwy know-it-all, Professor J. Gander Hooter, this cart's built for one duck, and one duck only.

You are Darkwing Duck!

Go Darkwing! Go Darkwing!

When Darkwing hits the streets, you'll immediately recognize the Mega Man/Chip 'N Dale action. His moves are tried-but-true, side-scrolling classics: run, jump, duck (no pun intended), shoot, grab, and hang. The hang move is particularly useful because it enables him to ride conveyor belts, reach high girders, or wait safely below ledges. Darkwing's armed with unlimited ammo for his trademark Gas gun (a basic pea-shooter), but he can also find Arrow, Thunder, and Heavy Gas cartridges for temporary use. Darkwing's last move, totally original and totally cool, is the Cape Barrier defense. Just hold down Up and he can deflect most enemy fire!

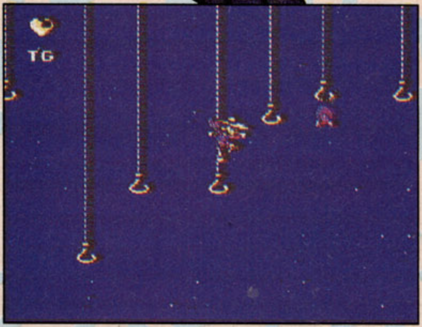


PROTIP: Darkwing can enter hidden bonus stages by shooting in the air and touching the Go! icon if it appears. Inside these bonus stages, your best strategy is to stay in the middle of the screen, shoot the capsules which fall from the sky, and grab only the important power-ups and 1-ups.

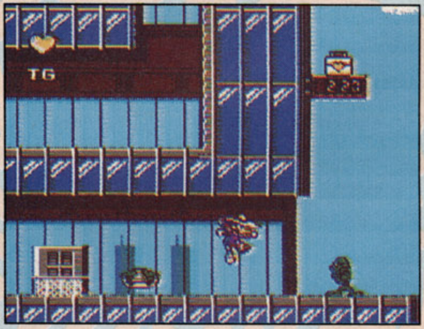
Let's Get Dangerous!

Usually, DW's feathered fears come to life once per episode, which means he's only got one felon to fry at any given time. Well, in this NES cart, Darkwing's in for septuple trouble. Seven sneaky scum-faced scoundrels are pilfering St. Canard's finest locales. To make a long story short, if Darkwing doesn't bag the crooks and throw them in the slammer, he's a duck outta luck!

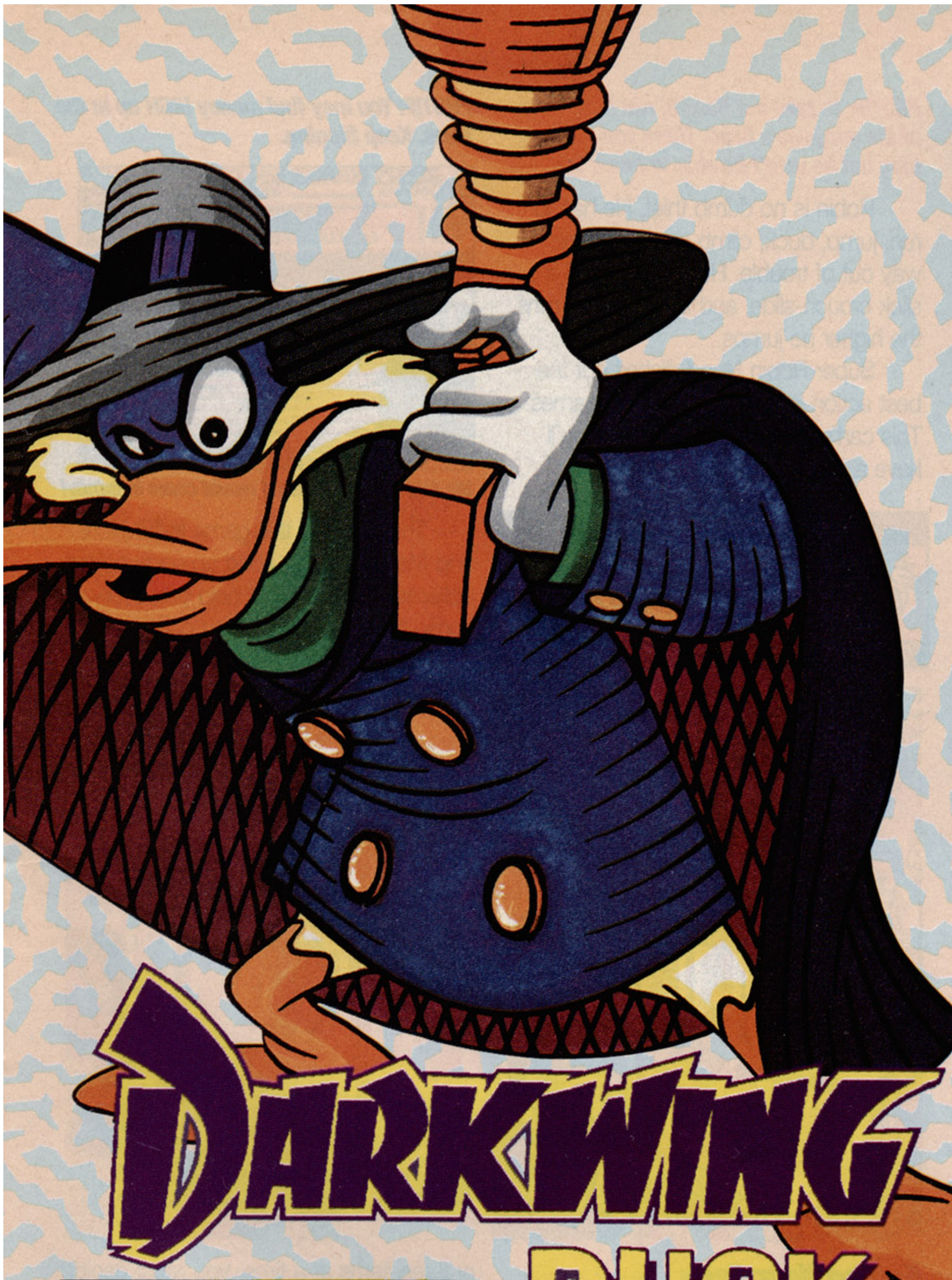
DW takes on the first three villains, Quacker Jack, Wolfman, and the Liquidator, in any order. Quacker's fowling up the construction of a Bridge, so Darkwing must negotiate cranes, hooks, pulleys, buzzy beetles, and bats to track him down. Wolfman's haunt is Downtown, so watch out for the full moon's psycho effects! Liquidator's swiping valuables from the Underpass, and his sewer gators are a real crock for DW.



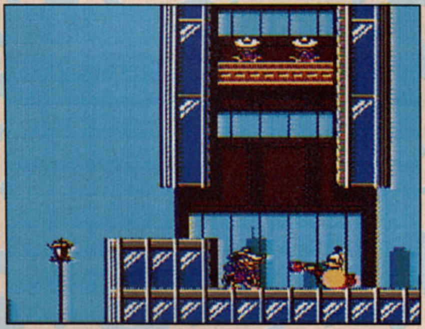
PROTIP: To avoid this rafter bat, jump towards it onto the next hook. Then quickly jump back to your original safe spot and let it fly by you.



PROTIP: This tortoise terror is a snap to defeat. Wait 'til it nods its head rapidly. Then leap over its shell and shoot the turtle with a few Gas bursts.



DARKWING DUCK

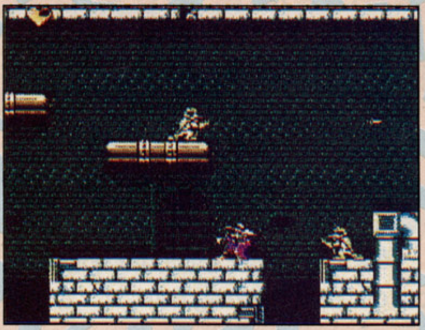


***PROTIP:* You can't get rid of these pesky clown ducks. Shoot to stun, then leap over them and hightail it outta there.**

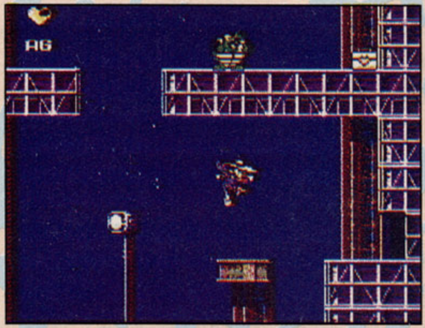
Next, Darkwing takes his pick from three more loony goonies – Brushroot, MegaVolt, and Moliarty. Brushroot is holed up in the Woods outside of town. MegaVolt's thieving duck thugs are robbing warehouses along the Wharf, and Moliarty's taken over a Tower high-rise. If DW dispatches that trio, he'll take on the last and the worst on his hit list – Steel Beak and Beak's F.O.W.L. floating fortress.

***PROTIP:* Duck-eating plant traps abound in the Forest. Deal with it, Darkwing. Jump forward and nail the stem. Leap back and dodge the petal. Then move in and do it again.**

***PROTIP:* To knock off these crew-cut machine gunners, which appear late in the game, hang from a hook when they open fire. Jump down and blast off a few shots. Then return to your safety hook and repeat the process.**



***PROTIP:* Darkwing despises these cheap imitation, evil, caped ducks. To take 'em down, stand still and block their fire with the DW Cape. Then do the Gas thing.**



***PROTIP:* Be sure to grab this Heart Briefcase before you take on Moliarty!**

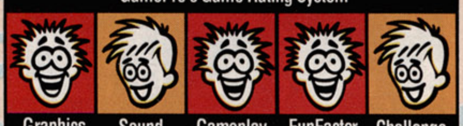
Plucking DW

Darkwing TV show fans will freak over the sharp, colorful graphics. Even our hero's oversized floppy hat and flashy outfits are intact! You'll even recognize the theme song, sorta.

Much like his Disney video game predecessors, Darkwing's cart is great 8-bit action entertainment. The gameplay's solid, and the Challenge is set for intermediate gamers. A two-player option, like in Chip 'n Dale, would have been appreciated. But, hey, those are the breaks.

Capcom usually leads the charge into NES gaming fun, and Darkwing makes his move with flying colors!

GamePro's Game Rating System



Darkwing Duck by Capcom U.S.A.
$49.95
Available May '92

NINTENDO PRO REVIEW

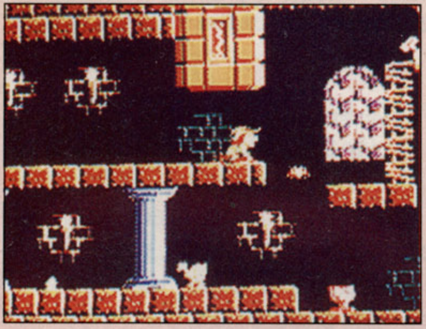
Linoleum Blown Apart

Is smaller bad? Camerica doesn't think so. Take a look at Quattro Adventure, four games in a 2-meg cart.

Steal from the Rich, Give to the Poor

Super Robin Hood could easily stand as a action/adventure cart on its own. This tough cart's got sharp, sideview graphics, and sound that's the best among the Quattro crew.

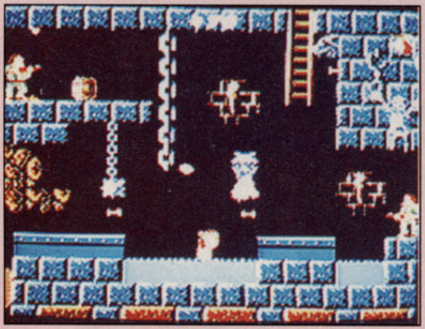
Robin must rescue Maid Marian from the Sheriff of Nottingham. But first he must find Keys to castle doors and 48 pieces of treasure (six different types –Chests, Crowns, Shields, Diamonds, Goblets, and Rubies), which are hidden in eight levels of the Nottingham Castle.



The Keys help to open doors or passageways that weren't accessible before.

Armed only with his trusty bow and arrow, Robin fights a challenging, ongoing battle with the Sheriff's patrolling bowmen, spear-holding dwarves, and a nasty zoo of castle beasties. Deadly traps and tricky jumps require some gold medal caliber, thumb athletics

PROTIP: You can sling arrows offscreen to stick enemies.

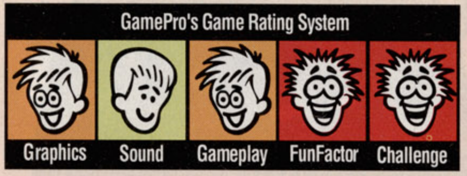


You can walk through water, but you lose a life (3 hearts) if you fall into lava.

PROTIP: To take out Boss 3, run to the top of the gargoyle's head. There you can hit him, but he won't be able to touch you.

Robin is no dumb thief. He has to run, jump, duck, climb, and shoot his way out of trouble. He can also pull a slick crouch-slide, and the faster he runs, the higher he jumps.

Super Robin Hood dishes out the best action in Quattro's band of games. This cart's not easy to beat, but you'll have a merry time trying.

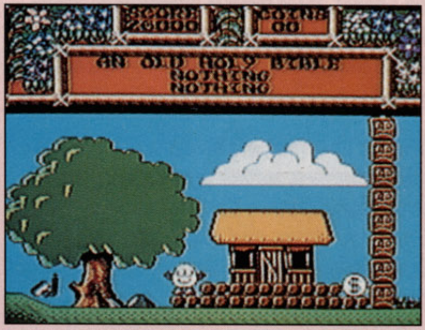


QUATTRO
Adventure

Egg on Your Face

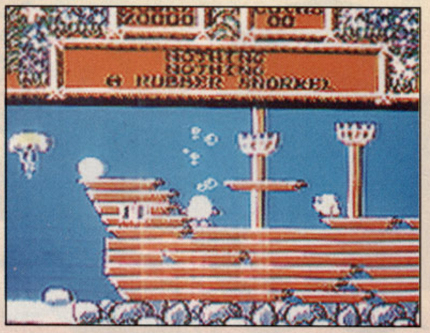
Treasure Island Dizzy is a cutesy little, sideview adventure, starring the U.K.'s most popular egg-headed computer character.

Dizzy must escape a tropical island by solving a gameful of puzzles and avoiding egg-eating creatures.



Always grab Money Bags. The Snorkel helps later on.

PROTIP: You may find money HIGH up in the trees. Keep flipping.

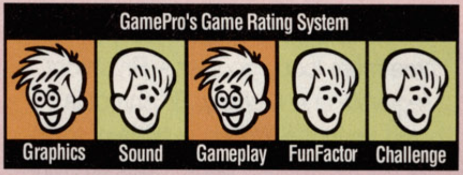


We told you the Snorkel would come in handy!

The name of this game is "Explore and Memorize." You find an eggs-cellent collection of items that help you overcome obstacles. Since you can only carry three items at a time, you must decide what to carry and remember where you left the castoffs. Some objects don't have obvious value (such as a rock), but they prove to be useful.

PROTIP: In some areas it's a good idea to jump straight up before you step. You might see an overhead danger.

Traps and natural hazards have you walking on eggshells aplenty, but overall this game is the least challenging of the Quattro crew. It's a brain teaser that's fun.

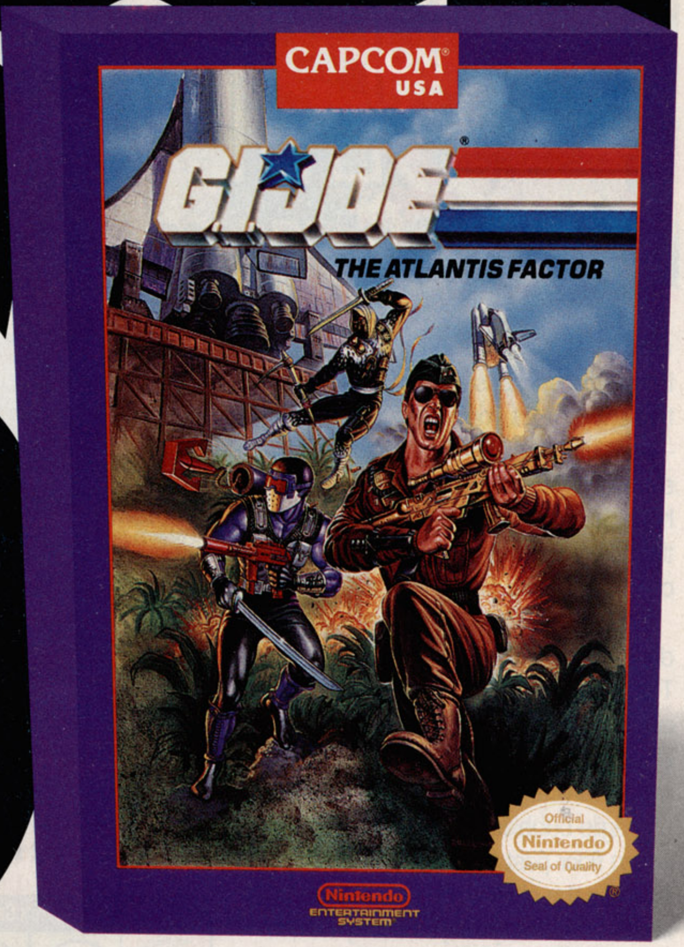


Continued on page 26.

G.I. JOE®

VS

☞ (*This time winner takes all.*)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G.I. JOE®
THE ATLANTIS FACTOR
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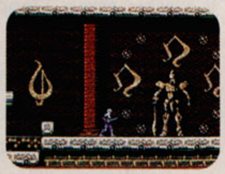
Nintendo Entertainment System®

COBRA™ *in* THE ATLANTIS FACTOR

👁 That power-crazed maniac Cobra Commander is back. This time, the snake's raised the ancient island of Atlantis out of the ocean and turned it into a base for taking over the world. He's got an invincible army. Space weapons too. ☞ But hey, you're a member of the G.I. Joe team and you're up for the fight. You've got to make it through lethal territories and destroy Cobra's awesome weapons complex and gunships. Blow it and it might as well be the end of the world. Get psyched and enlist today.

The weapons the Cobra's hiding in these statues could really ruin you.



Watch out for the Warlords–or you won't have a prayer of making it alive.

Destroy the big blue tank, or it's the end of the world as we know it.

CAPCOM® USA

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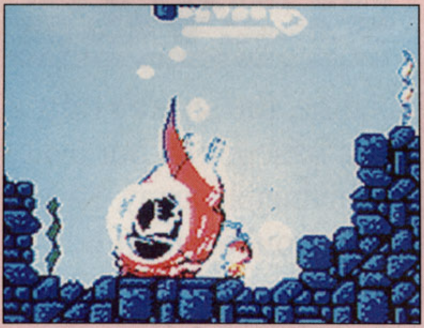
QUATTRO Adventure

Get Out of this World

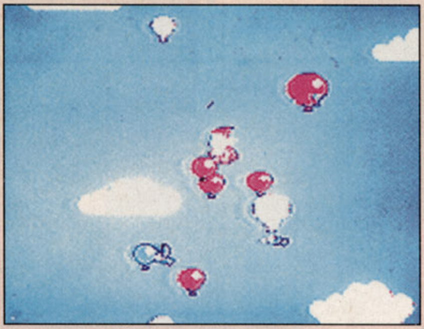
Linus Spacehead is an addicting game that encourages you to rise to new heights – hopefully off planet Earth. You help stranded space dude, Linus, find parts for his radio. Help him rise from the bottom of the ocean to the upper atmosphere, so he can send an E.T. S.O.S. home.

The variety of challenging, jump-and-dodge action is the main attraction here. The game's full of stupifying obstacles and bothersome beasts that try to keep Linus down. For example, the first level scrolls vertically as you try to hitch a ride on fragile bubbles floating up from the ocean floor past toothy fish to the surface. On the other hand, the second level scrolls horizontally as you scurry across the terrain, leaping over bouncing coconuts and other obstacles along the way. Five more thumb-straining levels await you as you try to gain altitude.



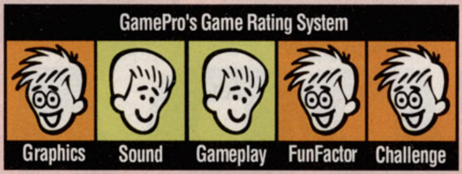
PROTIP: Just because the bubbles are big, doesn't mean they'll last longer.

PROTIP: Don't try to get all the Linoleum Bars in Level One, or you'll run out of oxygen.



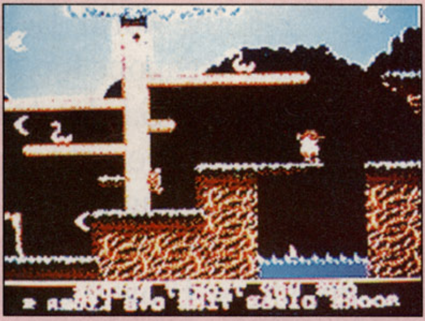
Scale to the heights of the atmosphere.

Linus Spacehead will keep you busy. It tosses a ton of tough hazards and tricky jumps your way. The graphics look good, despite some clashy background colors. Head out into space with Linus.



G'Day, Mate

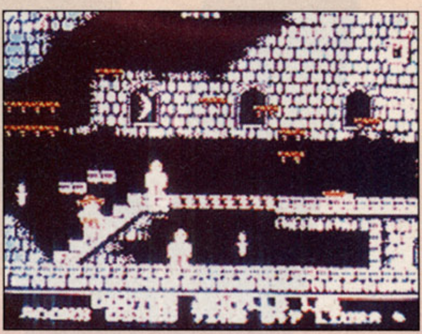
Ready to venture to the Outback and rustle up some boomerangs? The Boomerang Kid pushes your jumping skills, and patience, to the max.



These animals may look harmless, but they're deadly! Remember that you can't swim.

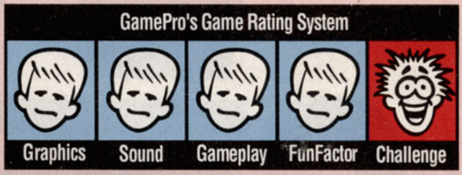
Your sideview boomerang collecting covers three worlds (the Outback, the Castles, and the Caves), which consist of 10 areas each. Each area is basically a single-screen puzzle. You have to figure out the best route to hop over to the boomerangs. This ain't easy.

The Kid has extremely fragile feet and little tolerance for even medium distance drops. One touch by Outback creatures, such as kangaroos, koalas, and snakes, knocks you out. Moreover, the game provides only three lives and no continues. To top it off, each area has a time limit. You'll get to know the early levels well.



PROTIP: You need both Switches to complete this level. Beware of the Suit of Armour.

Boomerang Kid's not a bad little puzzler, but its smallish graphics are a might hard on the eyes. You'll likely replay the other games in the Quattro collection before you return to Boomerang.



Multi-Madness?

The majority of the Quattro Adventure games could easily stand by themselves. Super Robin Hood is the star. Linus Spacehead and Treasure Island Dizzy are good games in their own right. Without the other three, Boomerang Kid would belong down under.

However, as a group, the Quattro Adventure games work well and represent a good video game deal. The only apparent drawbacks to cramming all these games into a single cart is that there's little room for meg-hogging features, such as game savers and glitzy graphics.

Quattro Adventure by Camerica Games
$54.95, Available now, 2 megs

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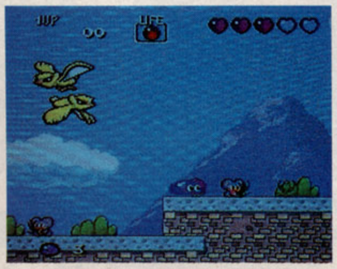
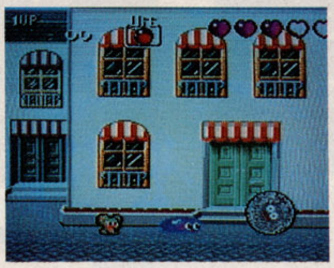
HE'S NO DUMMY!

And if you love 16-bit action, you're not either! Join SmartBall in this wacky new adventure and slip, slide, slither and ooze your way into the craziest worlds you've ever imagined. Through hot tropics, deserts and dangerous urban battlezones, it's you and your buddy SmartBall against a very mean group of nasties.



Slip-slidin' along



Face to face with Iron Ball

On your quest to rescue the Princess Wendy, you'll take on everything from flaming fire birds and hopping-mad rabbits to cacti and sandworms. Bonk 'em! Bop 'em! Or dodge 'em! But whatever you do, keep on moving. SmartBall for Super NES. Eight dizzying worlds. Awesome graphics. All from Sony Imagesoft.

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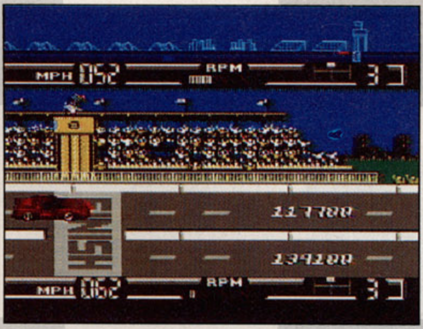
Alex DeMeo's
R A C
AMER

By Colorful Commentator

Remember the Cannonball Run flicks? I sure do! Burt Reynolds, Dom Deluise, and a wacky cast of characters raced cross-country for a chance at a cool million bucks. On their way, they seized every opportunity to break tons of traffic regulations. If you're a Cannonballer at heart, take a one or two-player test drive of Race America by Absolute, a new cross-country road rally for your NES.

Long Distance Driving

If you're into motoring across the U.S. in a 6-gear, 135-mph top speed, sports car, you'll dig Race America. You race from shore to shore against eight, mean, four-wheelin' bandits, luckily only one at a time. The course runs from Boston to Los Angeles with stops in New York, Washington, Cincinatti, Detroit, Chicago, Kansas City, Dallas, and Denver. Your goal? Dust A.J. Turbo, Supreme Road Warrior of the Team Absolute road crew! You'll probably never clean A.J.'s clock the eight straight times required for a final victory. Less skillful players can practice up for Mr. Turbo by dueling with his seven flunkie buddies, or you can just burn rubber against a friend in a simultaneous two-racer game.

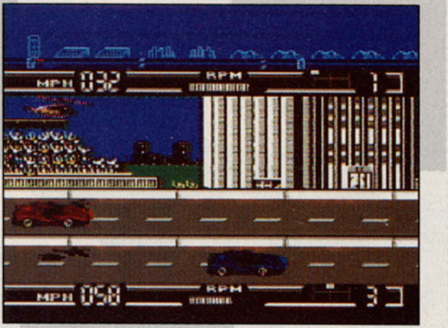


The checkered flag!

Pedal to the Metal

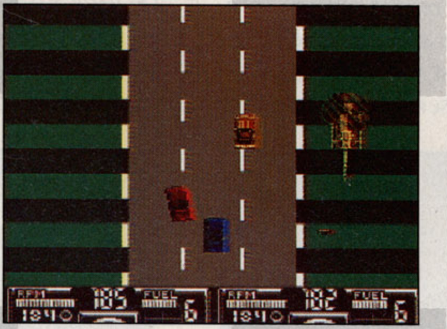
Since Race America features one-on-one race face-offs, the other cars and motorcycles on the course are just distractions. Put your car's revving power to the test in two race segments, the Drag Race and the Road Race.

During the Drag Race, you must quickly accelerate out of the starting blocks, but remember to switch gears to kick in the juice. You must take into account your machine's RPMs and speed, not to mention oil slicks and your opponent. You see the Drag area in a side-view, split-screen perspective.



PROTIP: To take the Drag Race lead, watch the radar and change lanes left or right to avoid potholes.

Once you accelerate outta the pits, you're thrust right into the Road Race. You'll either appear in the Trailing Window, a small view of the chase car, or the Leader Window, an oversized display of the current leader. Both windows utilize a standard 3-D, first-person perspective. Anytime racers close the gap on their opponent, the view switches to a cool, fly-by, overhead, camera angle. If the lead changes hands, the 3-D windows flip-flop. A straight split screen would have been less confusing than this view system, but it's still unique for an 8-bit racer.

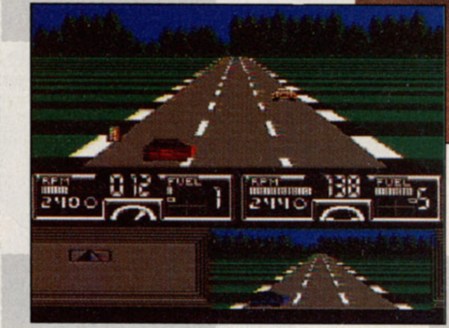


PROTIP: During the chopper cam closeups, try to bump your opponent into oncoming traffic.

PROTIP: If you're playing against the computer and its racer is dilly-dallying around a section of fuel canisters, pull over to one side of the screen, grab your fuel, and then speed past the CPU.

Dodge Viper RT/10

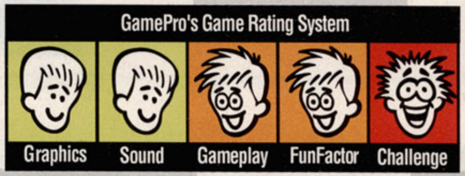
Engine: V-10
Transmission: 6-speed manual
Power: 400 bhp
Torque: 450 lb./ft.
Acceleration: 0-60 in 4.6 seconds
Top Speed: 159 mph
Only 200 produced for the 1992 model year!



PROTIP: When you reach a gas can refuel spot, slow down to approximately 10 – 15 mph. Drive over the can to fuel your tank close to its max!

Races for Aces

If you've already burned the competition in NES roadsters, such as Rad Racer and Rad Racer II, don't expect anything outrageous in Race America. The drivin' is pretty routine, except for the awkward gear-shifting mechanism. Graphics and sounds? I'm not shoutin,' but I'm not poutin'. In a nutshell, Race America's strongest asset is its split screen versus mode for one or two racers together. If that feature sounds appealing, you'll want to take Race America for an NES spin today!



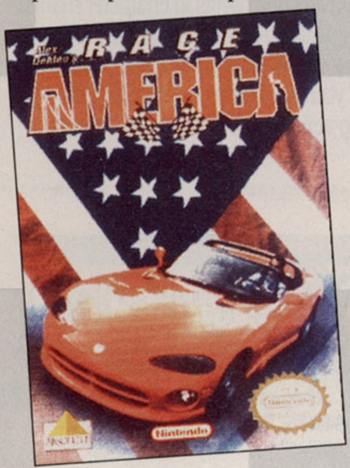
Race America by Absolute Entertainment
$44.95
Available May '92, 2 megs

Rev' Up for Action with Race America™

Win a limited edition die-cast metal model of the hottest car of the decade...

The Dodge Viper RT/10!

Enter the fast lane with this new NES cross-country road race for 1 or 2 players! Race day and night toward 9 major U.S. cities against a friend or 8 great computer opponents! Travel coast-to-coast in a super sportscoupe at speeds up to 180+ mph!



WIN!

(1) First Prize Race America Champion!

- An exclusive Limited Collector's Edition Dodge Viper RT/10 Die-Cast Metal Model! Made in Italy by the internationally-renowned Burago company! You'll be one of the first in the U.S.A. to own this specially-commissioned superbly-crafted 1/18 scale die-cast replica of the Viper!
- An Absolute Entertainment Race America™ NES Game Pak!
- A one-year's subscription to GamePro Magazine!
- A special Viper RT/10 promotional poster!

(5) Second Prizes

Win an Absolute Entertainment Race America ™ NES Game Pak!

(25) Third Prizes

A special Viper RT/10 promotional poster!

Rules

Entries must be received by May 31, 1992. Drawing will take place on June 1, 1992. Winners will be notified by telephone and/or mail. Chances of winning are determined by total number of valid entries received. Total value of prizes awarded is under $5,000. This sweepstakes is sponsored by Absolute Entertainment, Inc. and GamePro magazine. No purchase required. One entry per person. To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age, and the words "GamePro Race America Sweepstakes" on a 3"x5" piece of paper and mail to: GamePro Race America Sweepstakes, P.O. Box 3329, Redwood City, CA 94064. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Absolute Entertainment and their affiliates are ineligible to enter. GamePro and Absolute Entertainment reserve the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by GamePro and Absolute Entertainment for promotional or advertising purposes without further compensation.

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Dodge Viper photographs, Burago model, and poster courtesy of Dodge Division, Chrysler Corporation.

Race America™ Sweepstakes!

My engine's revved and ready to go! Enter me in the Race America™ Sweepstakes!

Name ______________________ Age ________

Address ______________________________

City _________________________________

State _____ Zip _________ Phone (______) ___________

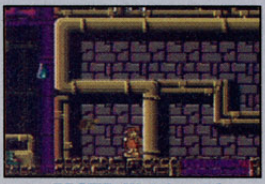
Wally Bear and the No! Gang

By Sister Sinister

Wally Bear and the NO! Gang is a skateboard cruisin', action/adventure cart with a message that wants to clean up the streets. In an effort to fight drug abuse and promote the general good, American Video Entertainment (AVE) created Wally Bear and the NO! Gang in conjunction with the American Medical Association and the National Clearinghouse for Alcohol and Drug Information.

Wally Bear is our skateboardin' good Samaritan. You maneuver him through eight levels of skate scrapin' action on his struggle to reach his Uncle Gary Grizzly's house in time for the party.

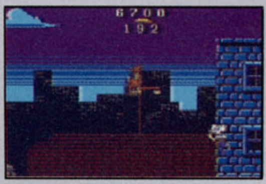
The dregs of society crawl out of the woodwork (and the sewers) to stop you. Armed with bombs and spit wads, Ricky Rat, Larry Lizard, Willard Weasel, and a nasty gang of beasties will wipe you out if you run into them.



PROTIP: Watch out for anything that flies (such as birds and bats), or drips (such as toxic waste). They'll blindside you if you don't duck and cover.

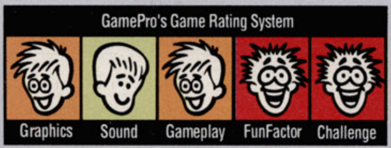
PROTIP: Check all doors. They can pop you into the next level.

The skating's vaguely reminiscent of Skate or Die, and that's pretty good. But it takes more than a good deck and a sober attitude to make it through this cart. Throughout the game you find handy items, such as hidden Skateboards for speed, Flying Discs to bop the bad guys, and Teddy Bears for extra lives.



PROTIP: Jump for frisbees. They give you ammo. Remember to kneel down when attacking snakes. If you dont, your frisbee will pass right through them.

Wally Bear, like Life cereal, is good for you—and fun. The graphics are decent, but the music sounds like a Playskool tune. Hopefully, through Wally, you'll see that it's cool to say "NO" to drugs.



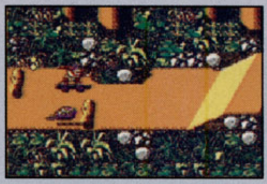
Wally Bear and the NO! Gang by American Video Entertainment, Inc. $29.95, Available now, 1.5 megs

Thrilla's Surfari

By Boss Music

Wazula swiped the gorilla's babe, Barbi Bikini, and dragged her off for a lava bath in darkest Africa. Now Thrilla's on a single-player, surfing and skating rampage to prevent a Barbi barbecue.

Skate jammers who hung eight on LJN's T & C I will find this sequel is bad news for posers. This jungle trek is more challenging than the original, and it has three basic game play stunts, which make up the seven side-view levels.



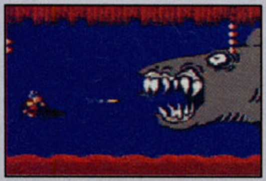
PROTIP: Land directly on jungle goons to put them out of commission.

Thrilla's skating sessions are fast knuckle-crunchers. The moves are basic leaps and ollies, and they're all controlled by one button. Speed determines the style and height of your jump.

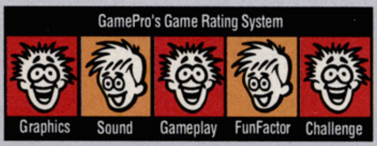
In other areas, Thrilla grabs his board and hits a river, or a waterfall, for some seriously thrilling surfing. Rocks, crocs, wasps, and menacing marine wildlife make the going tough and the riding rough.

Next to his board (skate or surf), Thrilla's favorite transportation is a shark. He dives into the deep aboard a fanged fish and takes on schools of piranhas with a spear gun. The big boss Great Whites can be a pain.

Town & Country's return to NES screens is a pleasant surprise. The action's challenging, but controllable. The smoothly scrolling graphics and pretty scenery look 8-bit great, and even the sounds aren't bad. T & C II is tough, but as Thrilla hisself sez, "If it swells, ride it!"



PROTIP: To defeat the Nemesis of the Deep, move to the back of the screen and release a steady stream of spears which will take out the big shark and annihilate his fish fiends at the same time.

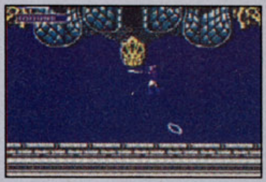


T & C II: Thrilla's Surfari by LJN $47.95, Available now, megs unavailable

Dragon Fighter

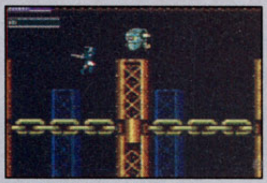
By Jinky the Monkey

Dragon Spirit by SOFEL is a lively and challenging action/adventure cart, where you assume the role of both man and beast. Your task is to use your man/dragon powers to destroy a certain wicked warlock, Zabbaong, who's leveled your village.



PROTIP: To defeat the Stage Three Boss, position yourself at this prime spot. From here, you can safely jump over this boss' electrically charged circles of light and still have time to jump up and land two or three solid blows.

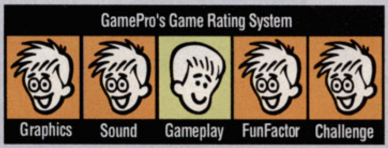
Zabbaong is hiding somewhere deep within his castle, which is perched atop Mount Ghia. Journeying up to and inside the castle requires six stages of nonstop hack 'n' slash combat. It's surrounded by devious traps and deep ice caves, which are fortified with an army of nightmarish creatures. To combat your evil enemies, you've been bestowed three lives, two weapons, a sword and the Metamorphic Power. Destroying an enemy with your sword builds up your power. When you reach a certain power level, you can activate your Metamorphic Power to transform into one of three flying, fire-breathing dragons.



PROTIP: Avoid hitting the Robot Generators whenever possible. If you hit them, they release rotating blades, which are sometimes difficult to jump over safely.

PROTIP: In Stage Three, seek out power restoring potions inside small, colored orbs.

Despite some limits in character maneuverability, Dragon Fighter is a good-looking game that packs plenty of fun and tough challenge. If you're up for a good dose of thumb-numbing action, grab hold of this dragon.



Dragon Fighter by SOFEL, $49.95, Available now, 2 megs

SONY
IMAGESOFT
EXTRA INNINGS
SUPER NINTENDO ENTERTAINMENT SYSTEM
Nintendo
Official Nintendo Seal of Quality

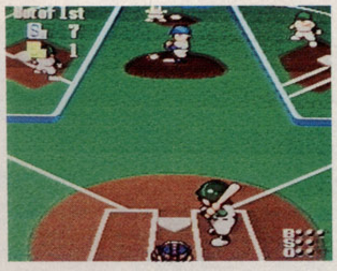
IT'S A HIT!

Bottom of the 10th, two outs, bases loaded, and the league's best hitter is at the plate. Will he take your screw ball downtown? Or will you blow him away with your awesome fast ball? Find out when you play Extra Innings, the amazing new baseball game for Super NES.

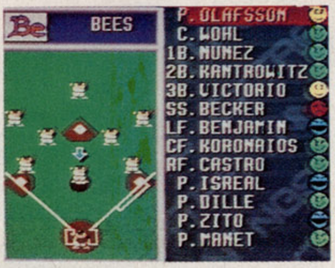
Select your starting lineup based on who's hot and who's not. With Extra Innings, you call the shots and control the action: the spin on the curve ball, your batter's slugging power, even your player's dive for a shot up the middle.

When you play Extra Innings, you can put on a hit and run, take a long lead off first, or nail a base runner at the plate on a sacrifice fly. Play like the pros as you fight for a 12-team league pennant. And remember, statistics are updated and available on every player. You even select the stadium — air dome, midsize, or high-walled. Every choice changes the game.

There's never been a baseball game like Extra Innings. Eight different playing options, including two-player mode and all-star team competition, make this the hit of the season. Extra Innings. It's a home run!



Bases loaded, full-count


BEES
P. OLAFSSON
C. WOHL
1B. NUNEZ
2B. KANTROWITZ
3B. VICTORIO
SS. BECKER
LF. BENJAMIN
CF. KORONAIOS
RF. CASTRO
P. ISREAL
P. DILLE
P. ZITO
P. MANET

Put in your ace reliever

Official Nintendo Seal of Quality

LICENSED FOR PLAY BY Nintendo®

SONY
IMAGESOFT™

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NINTENDO PRO REVIEW

Might and Magic II, one of the biggest and most challenging role-playing adventure series for the PC, has been available since last Christmas for the Sega Genesis. Now a more spectacular version of the game is coming for the SNES. But this month, look for a translation of the original Might and Magic (Might and Magic I: Secrets of the Inner Sanctum) for the NES. If you're into fantasy role-playing carts, we know what you're going to be doing over the next couple months!

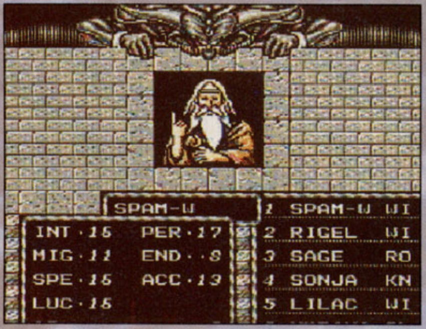
Might and Magic I: Secrets of the Inner Sanctum

By The Spam Weasel

Might and Magic I by American Sammy may be one of the largest (4 megs) fantasy RPGs to ever grace the NES. M&M I proves bigger can be better, if a little slower.

We're Havin' A Party!

M&M I doesn't disappoint when it comes to RPG partying. It offers plenty of character-building options that are as good as they come. Unfortunately, the cart doesn't let you build a party right at the start of the game. You must always start out as a Knight, but you can add a Cleric, two Sorcerers, a Robber, and one more Knight to a party by visiting the Inn at Sorpigal (your starting point).



```
SPAM-W              1 SPAM-W WI
INT·15   PER·17     2 RIGEL  WI
MIG·11   END··8     3 SAGE   RO
SPE·15   ACC·13     4 SONJA  KN
LUC·15              5 LILAC  WI
```

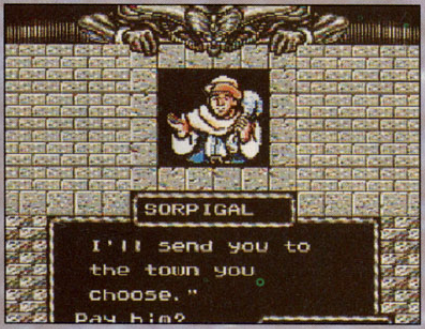
PROTIP: When you prepare your party, keep rerolling your Wizard's vital statistics until his Speed rating is 15 or higher. A good Speed rating will often enable him to cast a spell before an enemy can attack. On the other hand, your Cleric should have a low Speed rating, so that he/she is the last one to go during a melee and can cast the appropriate spell to heal any wounded characters before the next melee round.

However, it isn't until you find the Guild (also located somewhere in Sorpigal) that you can get down to serious party-building. That's where you can reroll a character's seven vital statistics, choose a new class, select your race, and pick your character's alignment. However, any Experience your characters accumulate before going through their metamorphisis at the Guild is wiped out. Bummer!

It's Sloooow Good

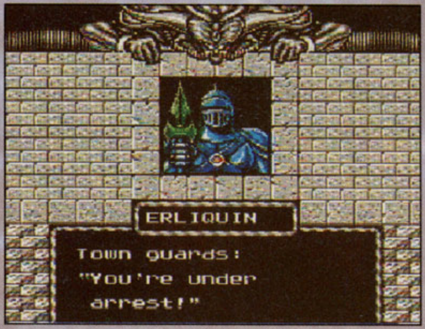
Might and Magic is graphically superior to any other NES cart of this genre. There's plenty of diversity in the creatures you fight, and you'll also travel through some nice-looking scenery. Although the battle scenes are fairly nondescript, you get a great graphic explosion when you exterminate a monster with a magic spell.

The cart's biggest drawback is its sluggish user interface. To equip a character or change his weapon, you must select "Camp." After leaving Camp, M&M always has to tell you that everyone is OK-fine before it allows you to continue on your journey. It's definitely an unneccesary step that slows down the game.



```
SORPIGAL
I'll send you to
the town you
choose."
Pay him?
```

PROTIP: In Sorpigal at X12, Y3 face west and move forward. There's a secret door that leads to a leprechaun. For one gem, he'll transport you to any city in the game!



```
ERLIQUIN
Town guards:
"You're under
arrest!"
```

PROTIP: Don't steal the town treasure in Erliquin, unless your party of characters is at approximately the 20th level. The treasure just isn't large enough to risk a jail sentence or death.

Might Made Right

Might and Magic I provides hundreds of adventure hours without the hack-'n'-slash burnout that's typical with extensive RPGs. There are so many different quests enroute to defeating the game that the adventure never grows stale. This is high praise indeed for a role-playing adventure.

GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Might and Magic I by American Sammy
Price not available, Available April
4 meg + battery backup

special SNES preview

Might and Magic II: Gates to Another World

With its eye-popping graphics and a great soundtrack., American Sammy's SNES conversion of Might & Magic II looks like it's going to be even better than the PC version. However, be prepared for a long haul. Here's the story...

The Elements of Cron

Long ago, the land of Cron was threatened by the four evil Elemental Lords:

Acwalandar the Water King, Shalwend the Air Tyrant, Pyrannaste the Fire Monarch, and Gralkor the Earth Emperor. Cron's most powerful spellcasters created an Orb of Power held by four Talons

A prince named Kalohn pledged to master the Orb and destroy Gralkor. He fought the Elemental Lords in a horrible battle and successfully sealed them in the four corners of the world using the powerful Talons as barriers. However, Kalohn kept the Orb.

Eventually, Kalohn became King. The land of Cron prospered, while the banished Gralkor fumed in his exile. Gralkor's anger spawned an incredible dragon, which sought to destroy the King and all of Cron.

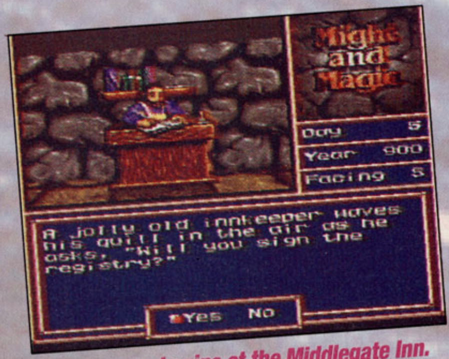
Kalohn, brave as ever, faced the dragon's onslaught. Just as he called forth a water shield, its fiery breath destroyed him. The shield's great torrent of water drowned the dragon, but the Orb was lost. The land of Cron was cast into a dark, chaotic age. The only hope of restoring peace to the land was to locate the Talons and the Orb.

That's where you come in....

It's Magic

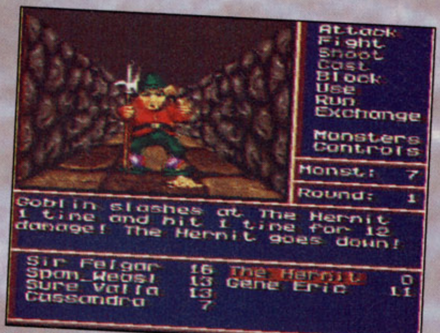
Better quit your day job. This cart will likely take hundreds of hours to complete! But if you're into good RPGs, you should love every hour of it!

Might and Magic II: Gates to Another World by American Sammy
$69.95, Available June '92
8 meg + battery backup


Might and Magic
Day 5
Year 900
Facing S
●Yes No

A jolly old innkeeper waves his quill in the air as he asks, "Will you sign the registry?"

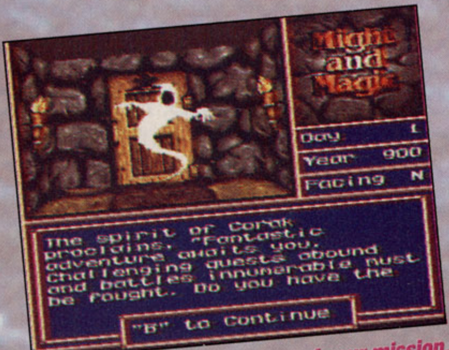
Your journey begins at the Middlegate Inn.


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 7
Round: 1

Goblin slashes at The Hermit 1 time and hit 1 time for 12 damage! The Hermit goes down!

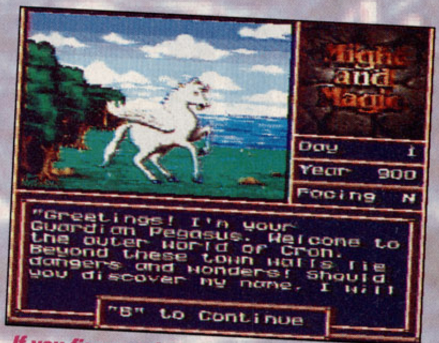
Sir Felgar 16
Spam_Weasl 13
Sure Valla 13
Cassandra 7
The Hermit 0
Gene Eric 11

Might and Magic always adjusts random encounters to meet with your current experience level – that is, unless you journey to the wrong part of town!


Might and Magic
Day 1
Year 900
Facing N
"B" to Continue

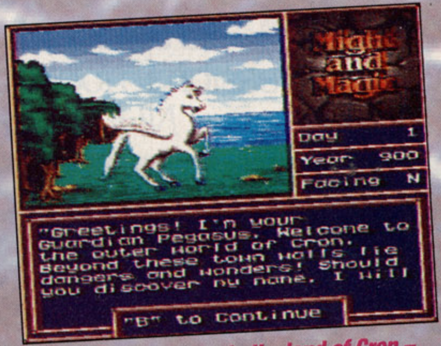
The spirit of Corak proclaims, "Fantastic adventure awaits you. Challenging quests abound and battles innumerable must be fought. Do you have the

The Spirit of Corak tells you of your mission.


Might and Magic
Day 1
Year 900
Facing N
"B" to Continue

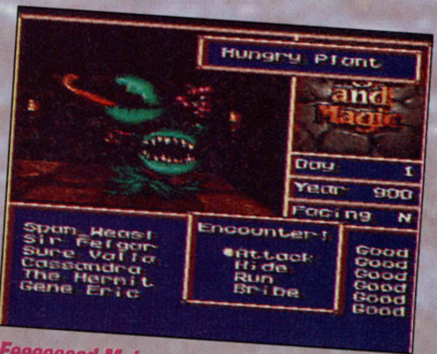
"Greetings! I'm your Guardian Pegasus. Welcome to the outer World of Cron. Beyond these town walls lie dangers and wonders! Should you discover my name, I will

If you figure out the name of the Guardian Pegasus, you'll be well rewarded.


Might and Magic
Day 1
Year 900
Facing N
"B" to Continue

"Greetings! I'm your Guardian Pegasus. Welcome to the outer World of Cron. Beyond these town walls lie dangers and wonders! Should you discover my name, I will

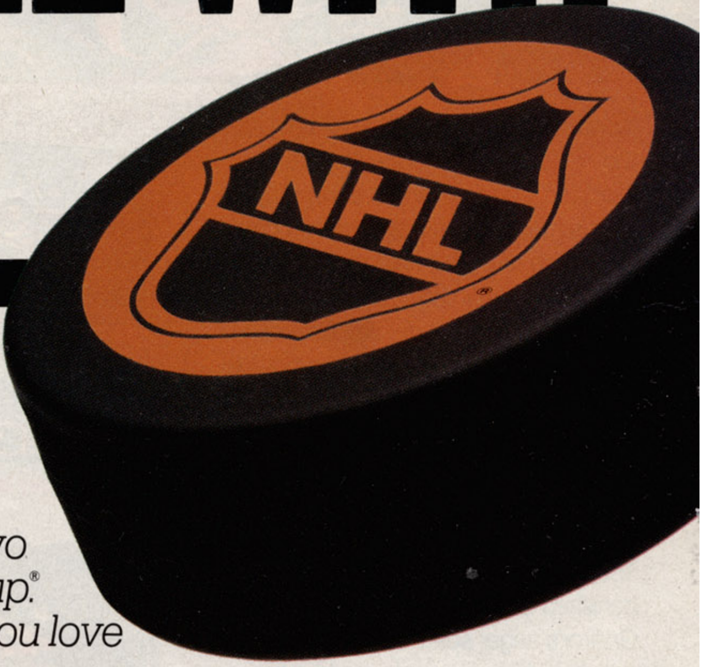
There are five towns in the land of Cron – each one filled with adventure and mystery.


Hungry Plant
and Magic
Day 1
Year 900
Facing N
Encounter!
●Attack
Hide
Run
Bribe

Spam_Weasl Good
Sir Felgar Good
Sure Valla Good
Cassandra Good
The Hermit Good
Gene Eric Good

Feeeeeeed Me!

THE ONLY GAME TO SCORE WITH THE NHL.®



This is definitely the ultimate power play.

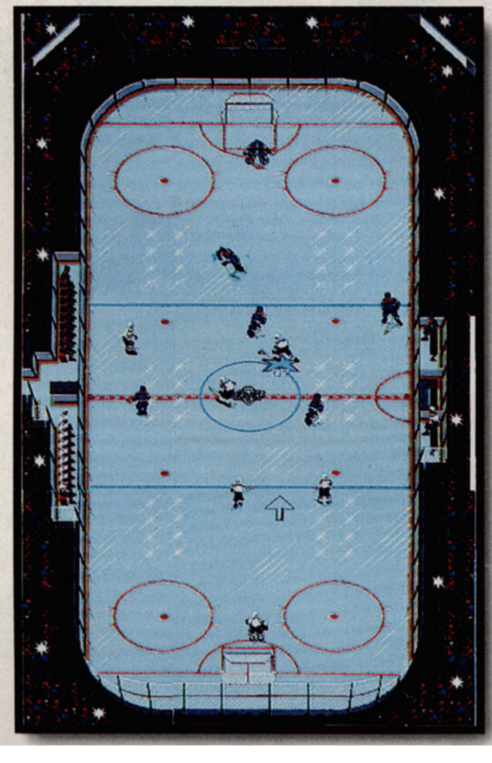
Twenty-two NHL® teams. Two All-Star squads. The Stanley Cup.® All the wholesome mayhem you love about professional hockey.

It's all here in NHL® Hockey. The most action-packed, fast-paced, and high-contact Genesis game to come along since John Madden Football.™

In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.

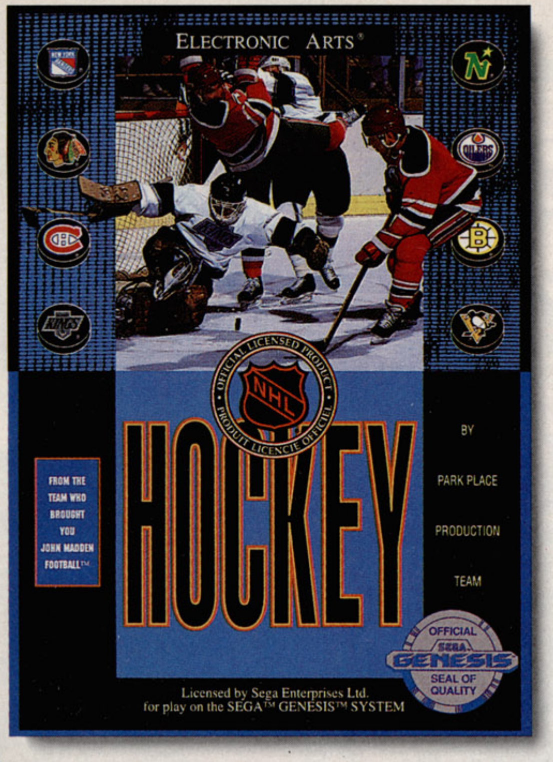
SEGA GENESIS

Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.



As you can see from this composite screen shot, there's more action than you can shake a stick at.

Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.

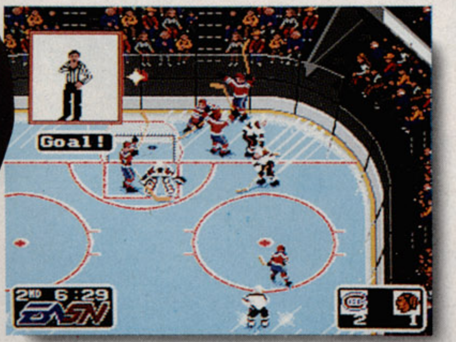

ELECTRONIC ARTS®
OFFICIAL LICENSED PRODUCT
NHL
PRODUIT LICENCIE OFFICIEL
HOCKEY
FROM THE TEAM WHO BROUGHT YOU JOHN MADDEN FOOTBALL™
BY PARK PLACE PRODUCTION TEAM
OFFICIAL SEGA GENESIS SEAL OF QUALITY
Licensed by Sega Enterprises Ltd.
for play on the SEGA™ GENESIS™ SYSTEM

There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; slash, hook, trip, high stick, or check the living daylights out of the other guy.

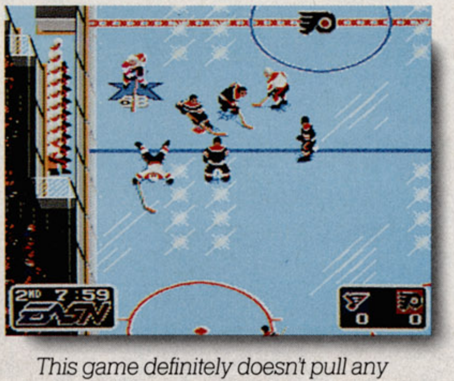
But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to skate and score your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.

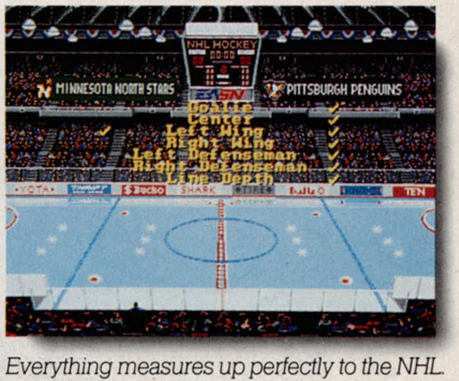
Intense, hard-hitting realism makes NHL Hockey the hottest game on ice.


Goal!
2ND 6:29
EASN

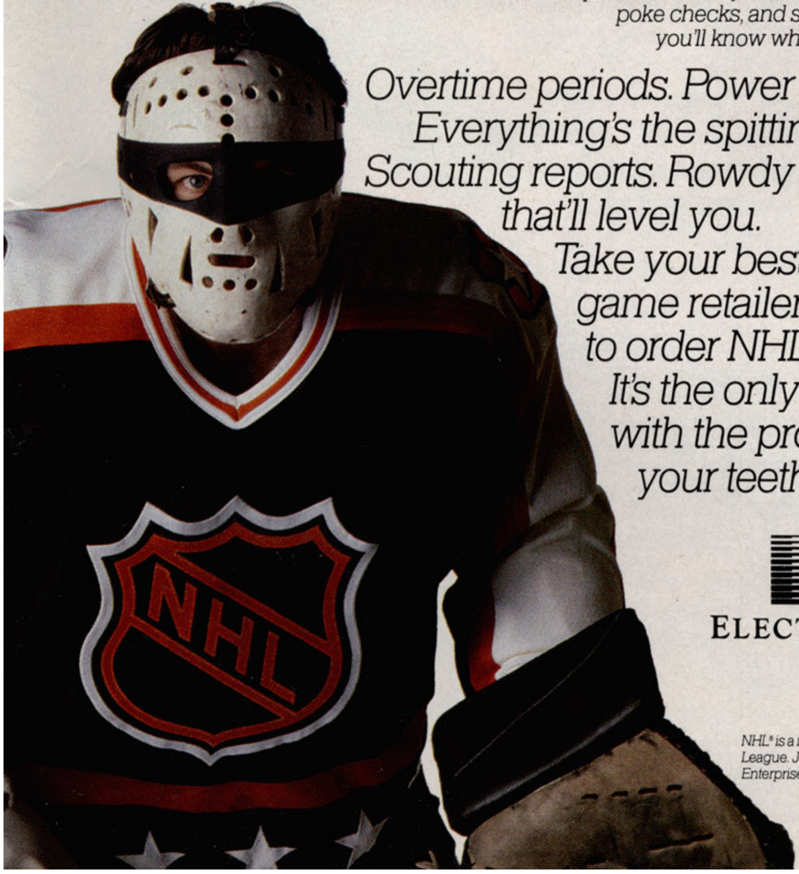
If you have all the right moves, you get invited to the big dance—the Stanley Cup Finals.


2ND 7:59
EASN
0
0

This game definitely doesn't pull any punches. After you taste a few hip checks, poke checks, and shoulder checks, you'll know what we mean.


NHL HOCKEY
MINNESOTA NORTH STARS
PITTSBURGH PENGUINS
Goalie
Center
Left Wing
Right Wing
Left Defenseman
Right Defenseman
Line Depth

Everything measures up perfectly to the NHL. Compare position-by-position scouting report at-a-glance.



Overtime periods. Power plays. Play-offs. Penalties. Everything's the spitting image of hockey. Instant replays. Scouting reports. Rowdy crowd reactions. Sound and animation that'll level you.

Take your best shot at the NHL. See your local game retailer or call (800) 245-4525 to order NHL Hockey now. It's the only way to play with the pros and still keep your teeth.

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Get REAL!

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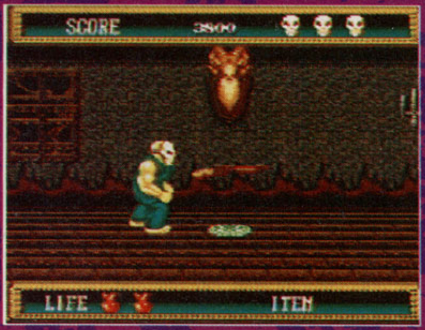
GENESIS PRO REVIEW

By Abby Normal

If you're a Genesis owner with a fancy for horror, stop, look, and listen. You're gonna' love what Namco's whipped up in their development laboratory.

Rick, star of the original gushy, gooey Splatterhouse for the TurboGrafx-16, is back for an encore performance in Splatterhouse 2 for the Genesis. Once again, Rick's trapped inside the Mayan Mask of Terror. He must endure the questionable good/evil powers of the mask and use them to rescue Jennifer from the evil spirits who've captured her in Part One.



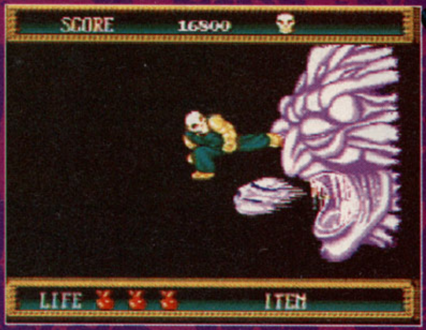
Ricky's got a gun!

Only in Your Nightmares

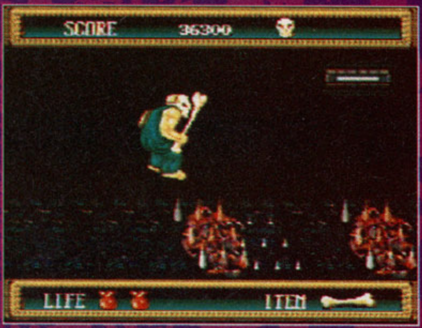
Namco welcomes you to this nightmarish action/adventure with a creepy animated sequence. It first re-hashes the original Splatterhouse story, and then sets the scene for Part Two.

There are nine stages in this blood and gore marathon. Your fun begins when you wake-up in the yard outside the house where Jennifer's trapped. Barely out of your comatose state, you're immediately greeted by the unwelcoming committee! They're a ghoulish-looking gang with a passion for nibbling on limbs.

PROTIP: Destroy the Stage One boss by positioning yourself beneath its belly and hammering it over and over again.



PROTIP: Wait until the Stage Two boss spits out a purple blob. Just as the blob flies towards you, bust a jump kick into the creature's eye.



PROTIP: You can safely walk across these spikes, as long as they aren't fully protruding.

Brute Strength

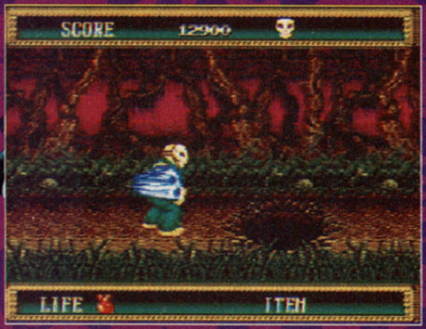
Feeling offended by the carnivorous greeting?! No problemo. You've got the physique of a hormone-pumped Mr. Universe, plus the agile moves of a dancer. Your talents include: body-caving Punches, Low Kicks, Slide Kicks, and Jump Kicks. Put together, these moves make you a force to be reckoned with.

In some stages, you come across an item (a Pipe, a Bone, or a Potassium Bomb) or a weapon (a Shotgun or a Chainsaw), which you can pick up and use for protection. However, don't expect these formidable aids to make your journey a cake walk. Each item and weapon is available on a temporary basis, and they can't be used in combat against stage bosses.

The Pitter Patter of Splattering Feet

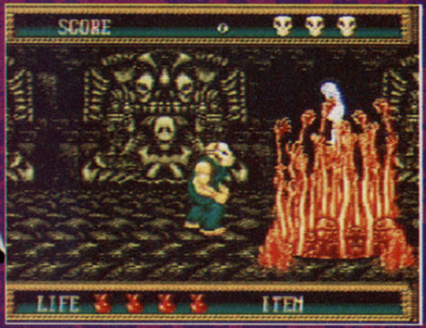
Once you make your way through the "garden of bleedin'," it's back into the house of horrors via a secret elevator. From here you fight your way through various rooms in the house. About halfway through the house, you encounter Jennifer's spirit. Don't let this fool you into

thinking you've won the war. Just as you reach out to grab her – WHOOSH – she's snatched back into the pits of doom. Party on to the murky swamp and a psychedelic pit of purple flames.



PROTIP: *If a skull-ghost grabs you when you travel through Stage Four, stop and wait for it to retreat. The ghosts have a reverse effect on your gameplay controls. Attempting to move may confuse you and cause you to fall into a pit.*

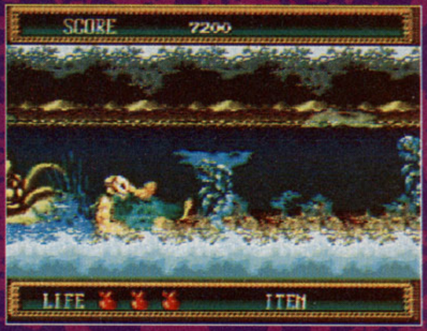
Flesh-Eating Fun



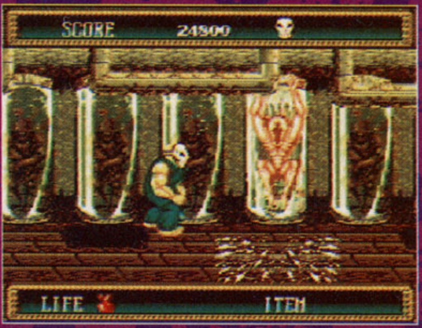
Grab-happy little devils aren't they?

Aside from the occasional severed arm and man-eating tadpole, the majority of your battles are fought against three main types of creatures: Zombies, Screaming Mimis, and Ghouls. When you hear the Mimis scream, you'd swear they'd voice trained with Michael Jackson. The Zombies and the Ghouls, on the other hand, are just plain foul. Their collective forte' is spitting rotting gobs of flesh at you. Yum, yum!

One-on-one, these creatures aren't terribly menacing. Unfortunately, they tend to travel in packs. This makes the going pretty rough. However, you soon come to appreciate these large gangs of enemies, especially if you love a good "gross-out." Each time you deal a fatal blow to a creature, you get the fully detailed, technicolor effect of them splatting and oozing in every direction. Pretty cool stuff!



PROTIP: *Remain one step ahead of the octopus in Stage Four by making multiple Slide Kicks.*

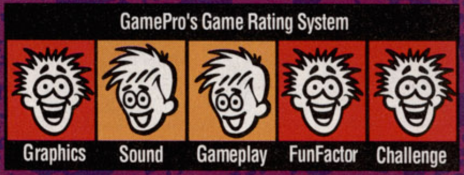


PROTIP: *Keep a close eye on these glass cases. If one begins to vibrate, take it as a sign. A Zombie is about to break out and attack.*

Good to the Last Chop

If you missed out on the fun of the original Splatterhouse, don't miss out on Splatterhouse 2. It's a bit on the gooey side, but don't let that bother you. If you can't appreciate Splatterhouse's gross-out factor, you can surely appreciate its other redeeming qualities, which include awesome graphics, neato sound effects and music, mondo challenge, and non-thumb-threatening character control.

If you've ever wanted to seek revenge on all those early childhood closet monsters, now's your chance to do it vicariously through Splatterhouse 2. Good to the last splat!



Splatterhouse by Namco
$54.95
Available July '92, 8 megs

Alisia Dragoon

By Jinky the Monkey

Unless he is stopped, Baldour the prince of evil will once again awake from his state of dormancy, descend upon Earth, and relentlessly terrorize all living creatures. Only one woman can put an end to Baldour's reign of terror – Alisia Dragoon!

Alisia's gathered together a band of fighting Monsters. With them by her side, she sets out to find Baldour's cocoon and destroy it before he stirs from his sleep.

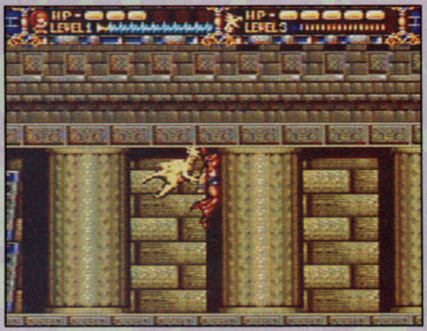
The Long Road to Victory

Alisia Dragoon is one of the finest looking Sega products of the year. Seven rough-and-tumble stages, and the final faceoff round with the supreme dirtbag himself, Baldour, keep Alisia and her monsters up to their eyeballs in action.

An Electrifying Woman

Quick and nimble, Alisia's capable of jumping and ducking. While in motion, she can also launch impressive electrical jolts called Thunder Magic. From the get-go, Thunder Magic easily fries enemies. However, by collecting Level-Ups, Alisia's thunderous blasts become even more devastating.

Other tasty power-boosters include: HP Ups which increase the number of hits Alisia can take; icons that provide her with temporary invincibility; and Potions which restore her life meter.



Jumping to ledge

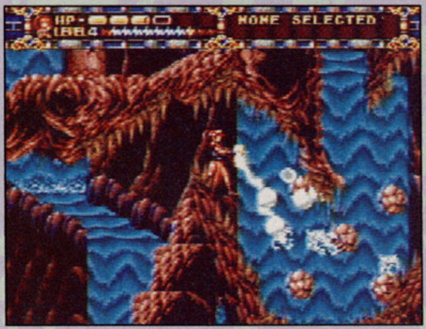
PROTIP: In Stage 2, make your way to the third staircase. Before you descend, jump over to the ledge on your immediate right. Move along this passage until you hit an area with gray stone columns. Jump up to land in a secret chamber that's filled with goodies.

Pet Tricks

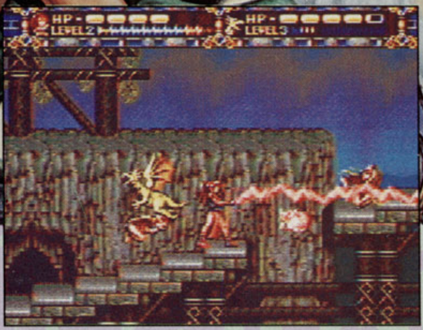
Alisia's monstrous companions each have their own unique fire power. You can call upon a Monster whenever you choose, or you can travel alone. Monster's are accessed via a menu, which appears in the far right corner of your screen.

Although they never stray far from your side, Monsters march to their own drummer by flying around and launching attacks at will. At times, Monsters will even jump right into the line of fire. Unfortunately, they aren't impervious to damage. In fact, they can be fatally wounded. It's up to you to build up each Monster's Hit Points, as well as distribute life-restoring Power-ups to them.

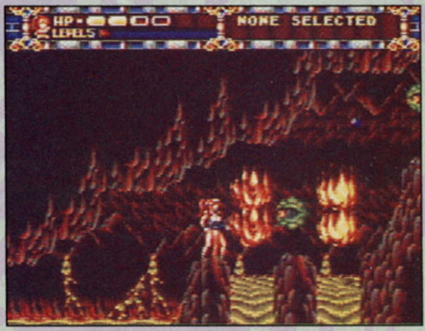
If you blow it and one of your Monsters bites the dust, all's not lost. If you're lucky enough to find one, you can revive a deceased beast via Revive icons.



PROTIP: Be prepared to move back quickly when you blast the floating rock creatures. They shoot deadly shrapnel in all directions when they explode.



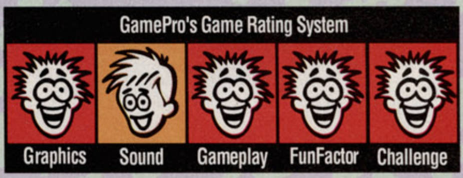
PROTIP: During the first level, build each of Alisia's Monster's Hit Points up to Level Three.



PROTIP: Travel alone during the molten lava areas of Stage Five. Monsters take damage when they fly anywhere near lava.

Monster Mash

Alisia Dragoon is one monster party that Genesis players won't wanna' miss. It's loaded with all the good things you want. You can expect handsome graphics, responsive game control, and thumb-burning challenge. Go ahead, behave like a monster. Alisia will love you for it.



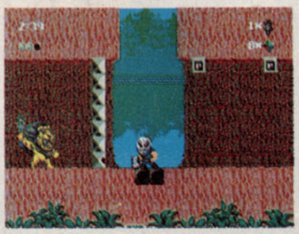
Alisia Dragoon by Sega
Available now, 8 megs
$69.95

KID CHAMELEON™

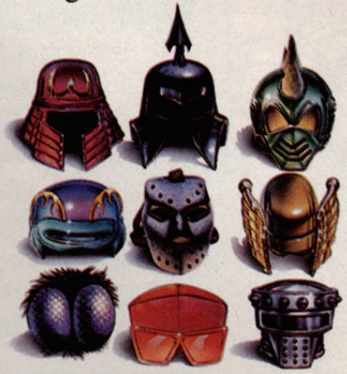
This kid is having an identity crisis.

Become Kid Chameleon™ from Sega.™ You'll change personalities as fast as you'll change helmets.

One moment you're Maniaxe, a lunatic in a hockey mask, armed with hatchets and ready for action. And then switch into Red Stealth, a sword swinging samurai who turns even the baddest bad guys into sushi. Put on another helmet and become Berzerker, a demented rhinoman who takes any challenge head on.



Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-banging party.



In fact, these helmets come in real handy when you go head-to-head with bone-crushing Flying Robots, head-smashing Skull Ghosts or flesh-eating Land Sharks. Or any of the other vicious creatures that love to turn your world upside down.

There's over 100 rounds to slam your head against. 1800 screens with eye-popping graphics. And so many secret passages you'll be whacking your brain to find 'em.

Just a small corner of The Kid's world.

So, if you're looking for a good time, change into the Kid. Kid Chameleon.

Kid Chameleon™ is one of more than 150 hit games from Genesis. Including Sonic The Hedgehog,™ Toe Jam & Earl,™ Spider-Man™ and SportsTalk Baseball.™ Genesis. The choice is simple. The choice is SEGA.™

Over 1800 Screens

SEGA GENESIS

Leading the 16-bit revolution.™

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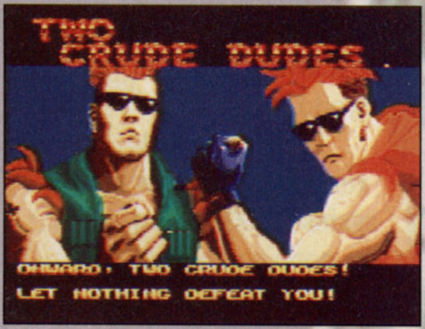
GENESIS PRO REVIEW

By Slasher Quan

Even with its title of "Crime Capital," New York still pulls the tourists in. But when a series of nuclear explosions level the Big Apple in the year 2010, few folks feel like visiting, much less moving there! It takes the Peace Corps Task Force 10 years to reconstruct the once proud city. Their efforts, however, go for naught when an evil-minded organization of bandits, Big Valley, moves in and starts trashing the town all over again!

The government won't sit still while their rebuilt metropolis is being crushed a second time. They have no choice but to call in the most skilled, ruthless mercenaries around – the Two Crude Dudes! Enter you and a friend.



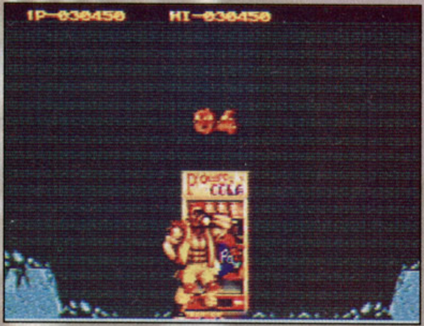
Two Crude to the rescue!

Two New!

Yup, Two Crude Dudes for the Genesis is a double-player, eight-megabit, fistfighting extravaganza! Experienced arcade coin-poppers who played Data East's two arcade versions (Bad Dudes or Two Crude) will love Genesis Two Crude's kick-and-punch action. You also get five stages of side-view, slug-n-slam street fighting. In fact, the game is nearly identical to its arcade predecessors, except the Dudes lose a few of their "too" crude features, like belching.

Get Bad, Dudes

Your properly pumped-up individuals, Biff and Spike, are shade-wearing, studly, street heroes with attitude. They know all the basic hand-to-hand assaults, but the most potent and useful is the grab-n-throw. You can toss signs, cans, cars, small tanks, enemy fighters, and even your partner! Not only are Biff and Spike lean and mean, they're also well-dressed for street punks. No wimpy 8-pixel-tall sprites here! All the characters are oversized, graphic health hazards.



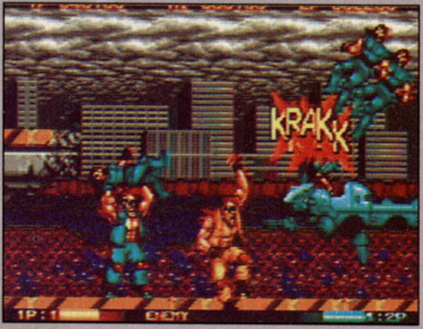
PROTIP: Use a jump kick to crunch the cola machines at the end of each level. When the timer ticks down to approximately 15 seconds, gulp down your collection of Power Cola to restore lost energy!

Roadkill War Zones

The Dudes show off their buffed bods when they clear a level, but there's no room for posers when you're crime-busting in Two Crude. This cart's a riot straight from the get-go! As you progress into devastated, mutated New York, you'll pile drive Punks, flame-spitting Pyromaniacs, Rabid Dogs, Snipers, and a slew of cyborgs. Ugly faces deserve beautiful backgrounds, and you'll get plenty of those in the sewers, warehouses, snowy alleys, and subways.

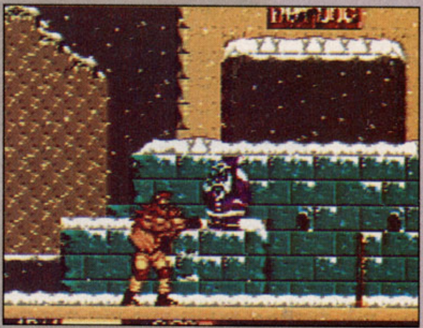
TWO CRUDE DUDES

PROTIP: You can take out entire gangs of enemies with a single, flying jump kick!



PROTIP: Try a leap-n-grab attack to ground this thug airlift.

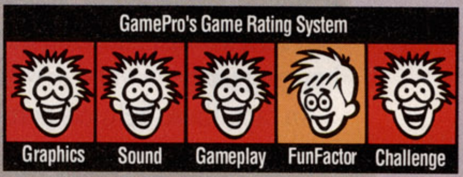
PROTIP: To defeat a Pyromaniac, use a jump kick. Then retreat to a safe area of the screen while he fires his flame gun. Now move in and do it again.



PROTIP: Trap Santa Bomb Claus on the ledge above you. Then rock him with a few fists. You'll be safe from his explosive "gifts."

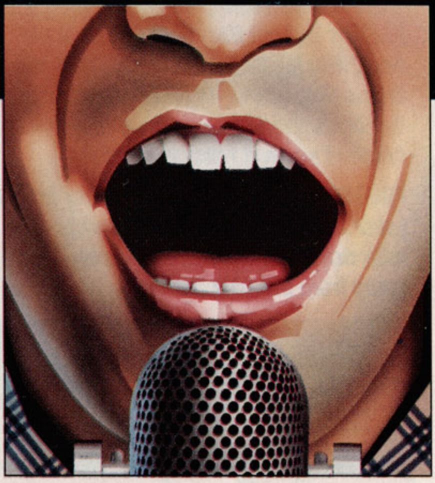
Killin' for a Livin'

Data East gets a double-fist high-five for Two Crude. Biff and Spike have the fight game down cold with sweet visuals, great rockin' tunes, and controllable, intuitive gameplay. Whether you're a novice or a veteran street-beater, you'll be into the Dudes 'cause you can choose your difficulty setting. Remember: the bigger they come, the harder they fall!



Two Crude Dudes by Data East
$49.95,
Available now, 8 megs

Finally, Baseball So Real It Calls 'Em As It Sees 'Em.

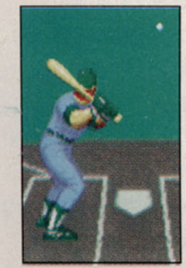


Sports Talk.

Will Clark

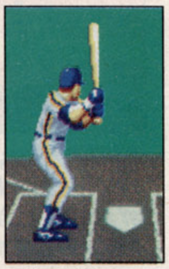
Sega™ announces the biggest improvement in the game since nachos. New Sports Talk Baseball™ from Sega™ Genesis.™ The only video baseball game with a play-by-play announcer who covers all the action as it happens. We're talkin' everything from the top of the first inning to the bottom of the ninth.

Listen Up.


Terry Steinbach

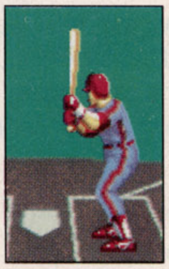
"Bottom of the seventh. The relief pitcher is in. He takes a long look and delivers. The steal is on. There goes the throw… safe! Runners at second and third now. Here's the three-two pitch. Ball four. He loads the bases."

More than 500 players and their 1991 season stats.


Travis Fryman

Talk about your deep bench. We've teamed up with the Major League Baseball Players Association to let you choose from more than 500 big league players, and their 1991 stats. Sluggers such as Canseco, Strawberry, Puckett and Ruben Sierra. Strike-out artists like Ryan, Eckersley and Roger Clemens.

Play Ball.


Lenny Dykstra

It's like playing and coaching in the bigs, only better. You'll get to call everything from the batter's stance to a sacrifice bunt. Through a full 162 game season, including a pennant race.

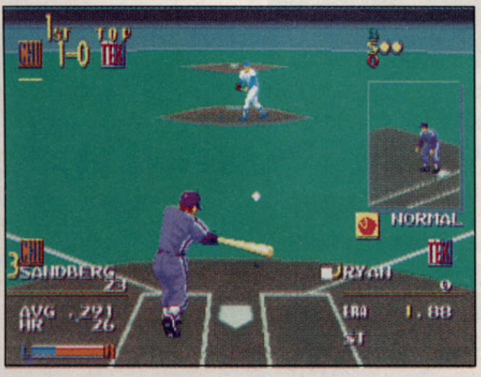
And you'll hear the action on every play as it goes down. From Rickey Henderson's steals to Cal Ripken Jr.'s latest grab. All the runs, hits and errors. The pick-offs, steals, and shoe-string catches.

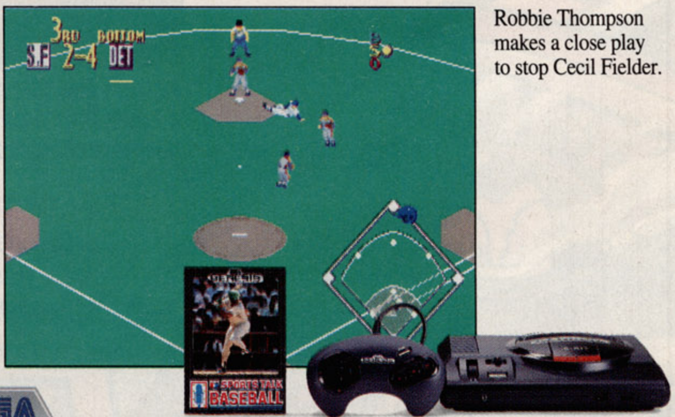
Remember, there's only one place to catch chatter like this. New Sports Talk Baseball from Sega Genesis.

Everything else is just bush league.

SPORTS TALK BASEBALL™
500 PRO PLAYERS. BASED ON 1991 STATS.

Sports Talk Baseball is one of more than 150 hit games from Genesis.™ Including Sonic The Hedgehog,™ ToeJam & Earl,™ Spider-Man™ and Joe Montana II Sports Talk Football.™ The choice is simple. The choice is SEGA.





Robbie Thompson makes a close play to stop Cecil Fielder.

SEGA GENESIS™

Leading the 16-bit revolution.™

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See specially marked packages for details.
Expires June 30, 1992.

GENESIS PRO REVIEW

Sol-Deace

By Boss Music

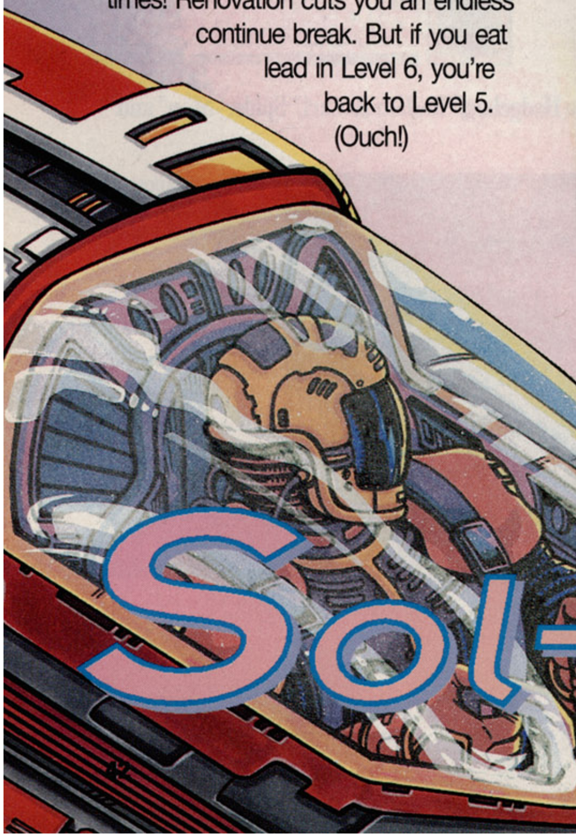
In the 33rd Century, Dr. Edwin Deace searched for a way to break the slave chains of the berserk super computer GCS-WT, which has held the free universe captive for millennia. He was offed by alien hordes before his top-secret project, the Sol-Deace space craft, could launch into action.

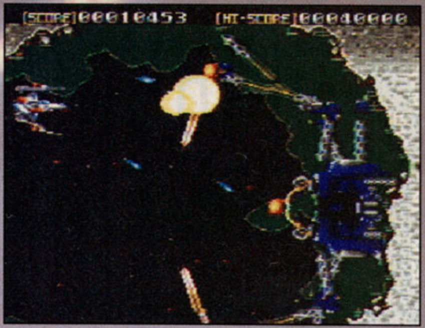
Now you and a two man crew team up to avenge the good Doctor. Unfortunately, GCS-WT launches a full-scale preemptive strike while you're still getting your space legs.

Deace's Domains

Sol-Deace is Renovation's followup to Gaiares, which our very own Team GamePro selected as 1991's shoot-'em-up cart of the year (see *GamePro*, March '92). Obviously, there's a reputation at stake. Don't worry, Sol-Deace for the Genesis makes a valiant run at sky supremacy.

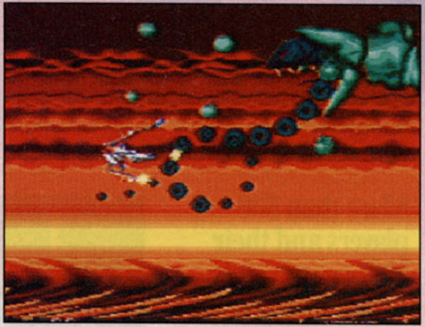
You fly solo in this sideview, horizontally-scrolling shooter, which takes you into six insane shooting stages, including the Cilius colony, the Moon Weapon Factory, and the Artificial Sun. The action is strenuous, with an ulcer-inducing barrage of bullets blasting across the screen at all times! Renovation cuts you an endless continue break. But if you eat lead in Level 6, you're back to Level 5. (Ouch!)



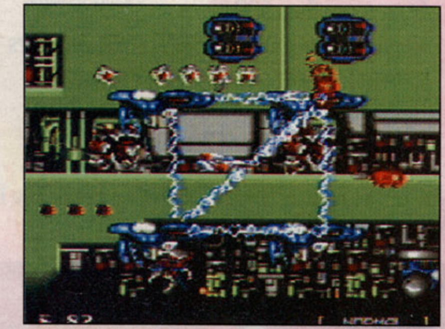


PROTIP: To beat the Level 1 Crab Brain boss, aim for its mouth from a safe distance. Hide above its body when it extends its claws, then move quickly to avoid being crushed when it retracts its claws.

PROTIP: Annihilate the Egg Walker boss in Level 2 by hovering above it and pelting it with down-angled Cannon shots. Weave away from the blue bombs!



PROTIP: Yikes, it's the Heat Viper, boss of Level 3! Dust it with a concentrated volley of shots into its jowls. Avoid its ensnaring tongue at all costs.



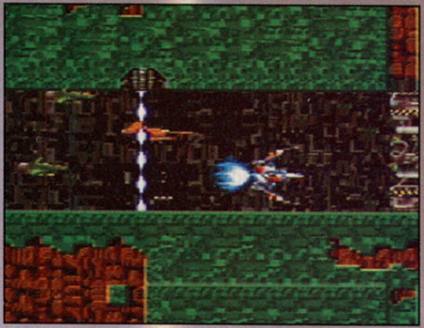
PROTIP: Don't be incinerated by this Level 4 Laser Trap. Stay inside the middle of the beams and you'll live to fight another day.

'Til Death Do You Shoot

Sol-Deace's fire power isn't flashy, but it gets the job done. Your coolest tool is the Power Cannon, which you can fire at an angle. Other add-on guns include the Blaster Missile, the Wide Blaster Missile, the Burn Bullet Missile, and the Melt Ray Laser.

PROTIP: Grab a power-up and you're momentarily invincible!

PROTIP: You can bounce off walls without dying, but don't try this in a tight corridor or you'll ricochet into an enemy.



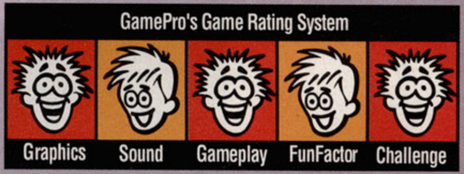
PROTIP: Use your rear thruster as a weapon! Move in front of an alien and accelerate to fry it.

Soul of the Shooter

Sol-Deace's great visuals look really bizarre, with lots of worm-like cyborgs and mechanized defenses, painting a horrifying picture behind enemy lines. Deace also contains good gaming music; sweaty, mean action for experts only; and bosses a-plenty. However, Deace's power-up weaponry isn't as exciting and diverse as Thunder Force III's or Gaiares.' The game is also shorter than those two carts. It's tough to top the classics, but Sol-Deace comes very close.

Despite these minor quibbles, Renovation's latest will be a contender when the '92 shoot-'em-up award rolls around. Don't think twice about selling your soul to Sol-Deace!

GamePro's Game Rating System



Sol-Deace by Renovation
$69.99,
Available now, 8 megs

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VALIS
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GENESIS
Ys III
SEGA
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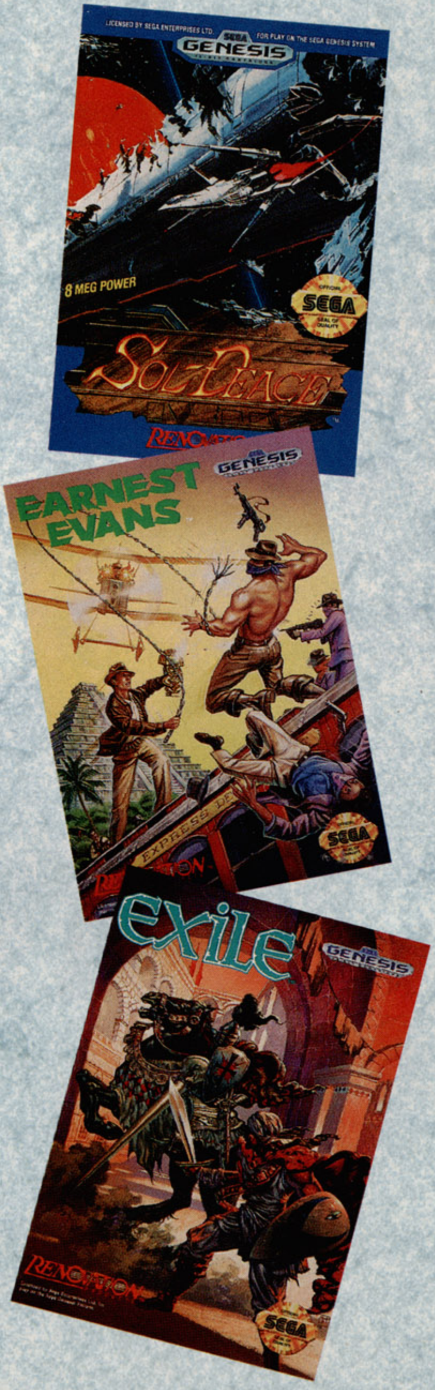
So you want to test your mettle as a gamer? That's fine with us! Renovation offers an unmatched selection of titles that'll give even the best a run for the money. Sounds like a challenge?

It's easy to explain. Our business is video games. Your business is beating them. We make the toughest, most entertaining games in the industry for your pleasure. So, when you're looking for the ultimate in gaming challenge, look for **Renovation**!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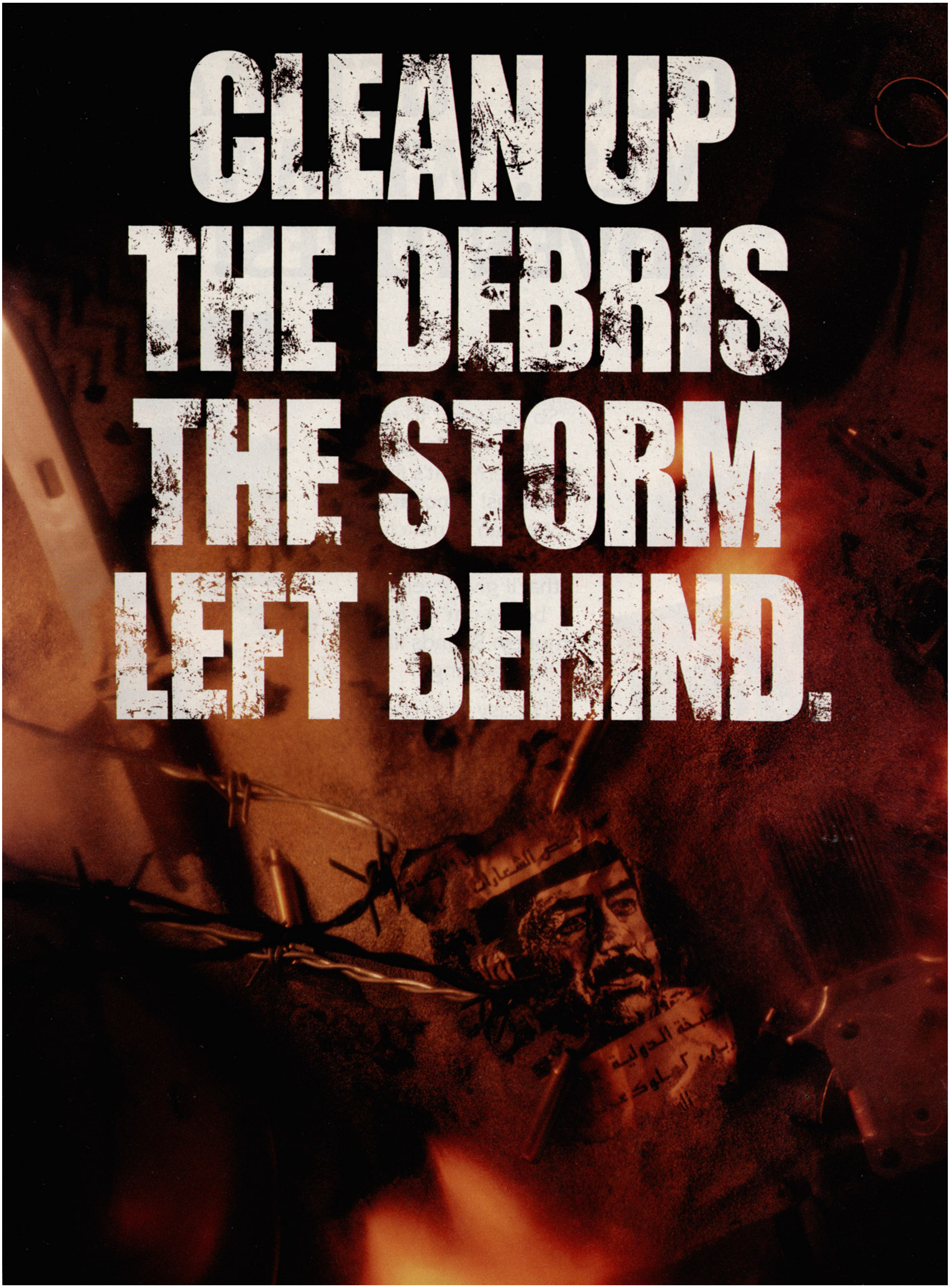
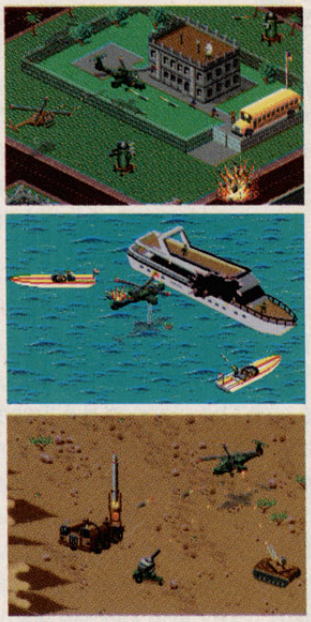
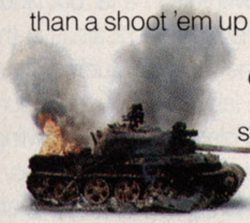

CLEAN UP
THE DEBRIS
THE STORM
LEFT BEHIND.

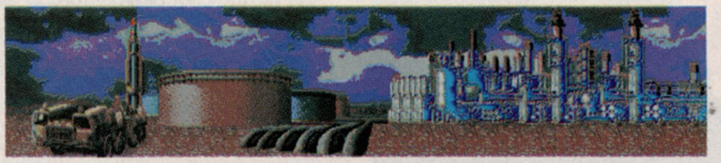
DESERT STRIKE™—RETURN TO THE GULF

Desert Storm is over, but not everything was blown away. Now it's up to you to finish the job. No problem thanks to the awesome Apache Attack Chopper. Climb aboard and get ready to burn up the skies. Fly, hover and attack in any direction. Flatten command centers, radar stations and power plants. Trash air bases and enemy camps. And smoke left-over SCUDs, ICBMs and chemical weapon plants. You decide what stays standing and what gets hammered by your main guns, Hydras or deadly Hellfire Rockets.





But Desert Strike is more than a shoot 'em up game. Surgical command strikes require razor sharp skill and the ability to think on the fly. You must plot your attack to survive 30 deadly-real missions. Access your battle map and on-board computer intelligence. Raid ammo dumps to reload. Rescue U.N. teams, hostages and spies. Protect the oil fields. And work towards your ultimate goal: hunting down the madman and obliterating his nuclear arsenal.



If you're ready to clean up more than just your room, get Desert Strike—Return to the Gulf for your Sega Genesis.

Check out your local retailer or call 1 (800) 245-4525 anytime.

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DESERT STRIKE
RETURN TO THE GULF
SEGA

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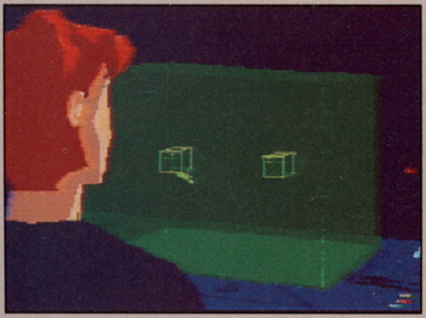
By Boogie Man

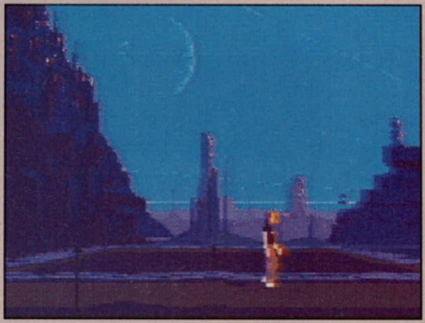
Lester Knight Chaykin is about to go where no one has gone before. If you're smart, you'll go along too. Out of This World by Interplay is an awesome SNES cart, where a wacked-out experiment with anti-matter zaps Lester to a weird parallel universe. He wants to get back home, and you can help him.

Out of This World Graphics

Out of This World sports a totally unique look among SNES games. The sideview graphics aren't bit-mapped like those in most carts, so you don't get the depth of detail, the vibrant colors, or the Mode 7 spins and twists most players associate with SNES video games. However, what this cart lacks in graphics glitz and glamor, it makes up for with intricate animation and impressive cinematic scenes, which are nicely tied to the game action.

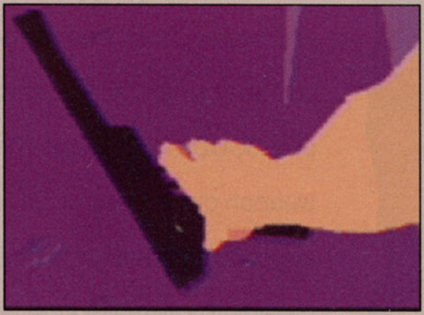


A fantastic experiment goes awry!



Get ready to visit strange places.

Out of This World uses a polygon graphics system similar to many personal computer games. This enables the cart to flash some outrageous, rotoscoped, real-time animation that makes it seem like you're directing a movie rather than playing a video game. There are some neat close-up shots, slick pans and zooms, and superbly animated action scenes. The sounds are some of the best around, and the music rocks.

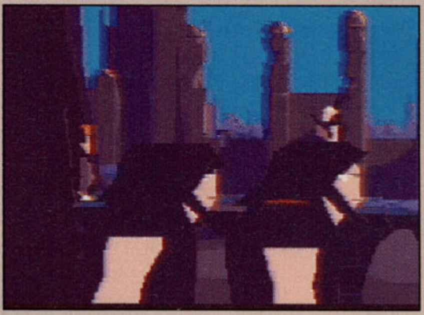


The close-ups will really grab you!

Friends and Enemies

All this movie-style stuff helps spin a fascinating adventure in a far out land. Your lengthy trek covers 12 areas in this strange, new world. Much of your quest occurs in labyrinthine, underground caverns. The place is literally crawling with tenacious, carnivorous creatures, such as venomous slugs, tentacled aquatic nightmares, and savage feline beasts. But your real challenge comes when you encounter the brutish race of beings who populate the world. Then you become embroiled in an struggle of slaves versus slave owners, although you'll be hard-pressed to tell the difference just by looking at them.

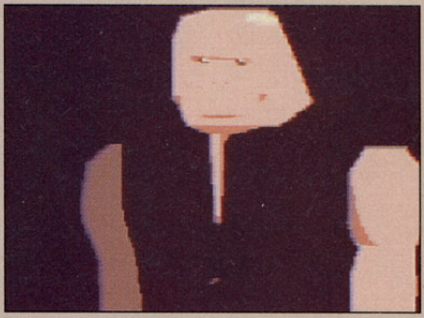
PROTIP: Take the time to squash every Slug before you advance. You'll find out why.



The chase is on!

You'll make a new friend, who has a mind of his...err, her...uhh, its own. Your buddy provides critical help early on, but then you get separated. Your paths cross several times throughout the cart. Be a helpful friend. Without your newfound partner, you won't survive, let alone finish the cart.

PROTIP: Try to stick close to your friend. It'll get you out of jams.



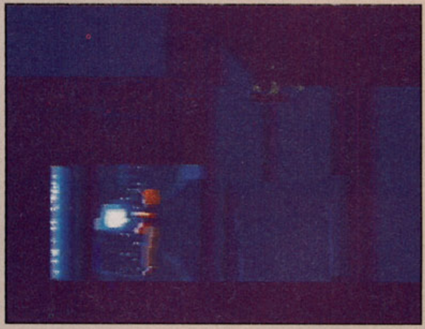
Make a new friend. You need its help.

Think and Survive

The challenge is a real mind blower at times. You have to be fast on your feet and fast on the draw. Survival really depends on your brains, not your brawn. Problems range from the simple (how and where to recharge your weapon) to the complex (how to make a waterfall dry up) and several variations in between. Luckily, you get passwords and unlimited continues.

PROTIP: To advance beyond the elevators after you escape from the cage, remember that energy circuits have to be complete to power things such as doors.

PROTIP: After you escape, go to the bottom floor in the elevator.



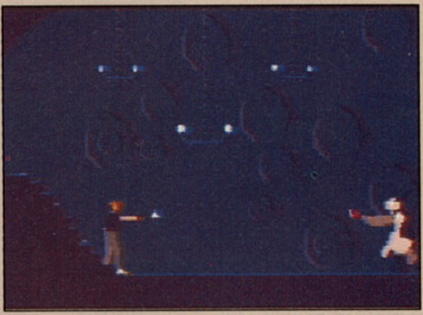
PROTIP: There's a place to recharge your weapon after you leave the elevator shaft.

Control This

Gameplay in this cart is outstanding, but you speed freaks will have to gear down. The action's fast when it should be, but it isn't as frantic as in other SNES action carts. You basically run, jump, kick, and shoot. But many critical spots call for split-second timing. Expect to max out on video death scenes.

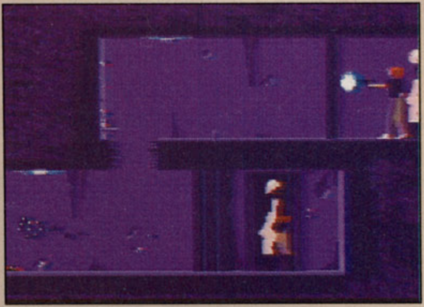
PROTIP: It's critical to practice leaping as you run! Hold down Y and L or R (for direction) to run, then press B to leap.

PROTIP: A run/leap (simultaneously hold down Y, B, and L or R for direction) covers more territory than just plain running.

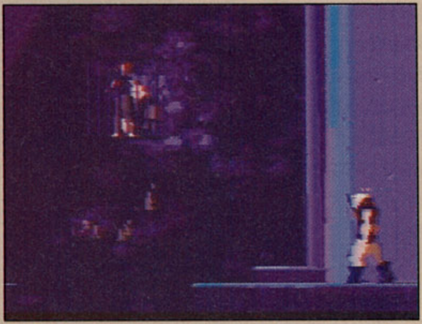


PROTIP: You can draw and shoot faster than any guard.

Another interesting gameplay plus is that the controls change depending on the situation confronting you. For example, to escape a certain beast, you must run for your life and then swing on a vine. To break out of a hanging cage, you must make it rock back and forth. You even have to swim. When you find a gun, you must learn to use its firepower for more than just shooting bad guys. It can create an impenetrable shield and blast escape routes through walls, too.



PROTIP: Your weapon can create a shield and blast through walls.

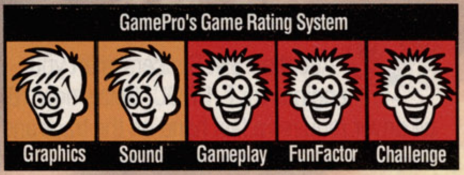


PROTIP: You can rock this cage.

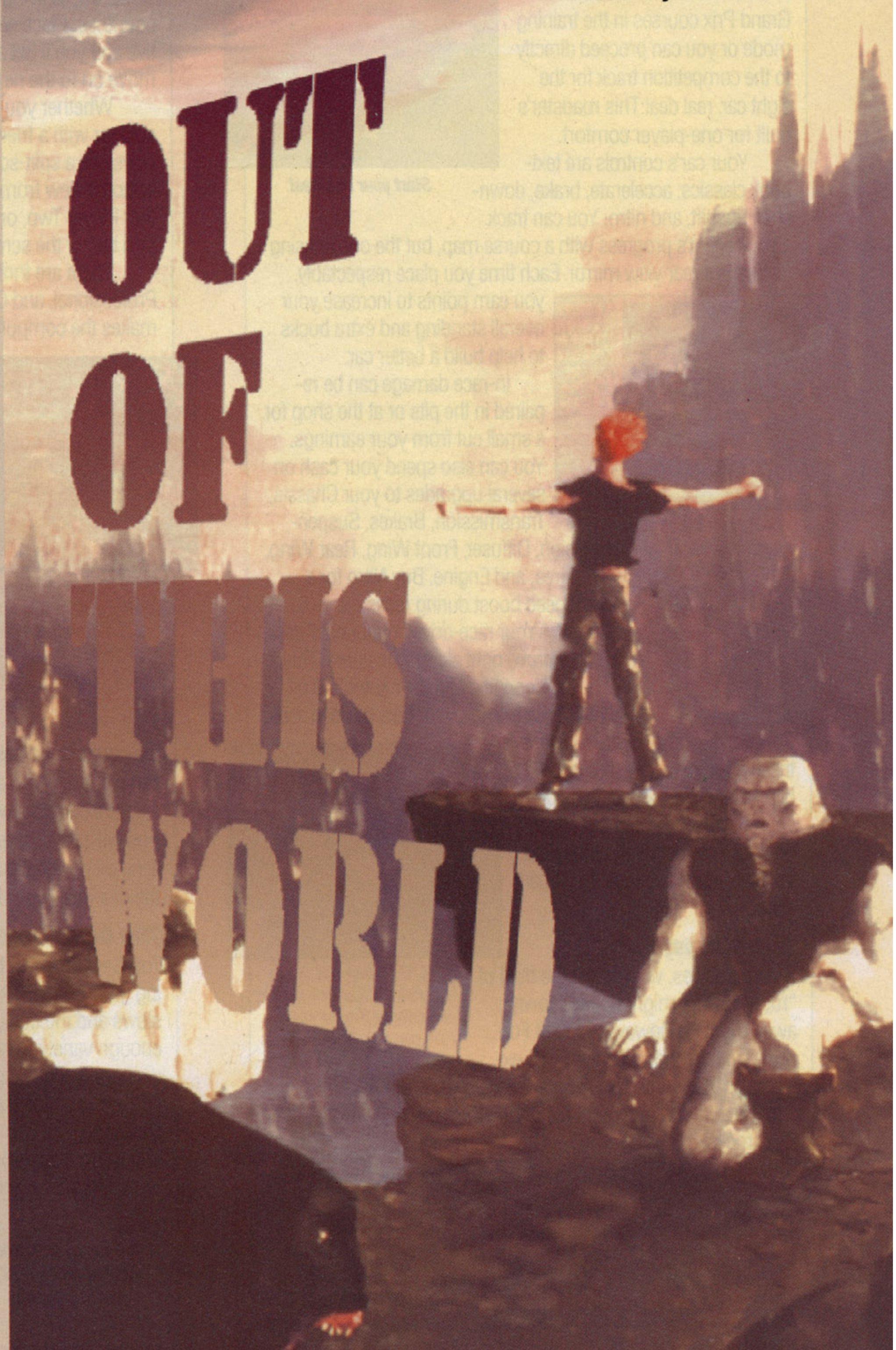
PROTIP: You must figure out how to drain water from the falls. There's a place in the caverns where you can blast a drain hole, but be prepared to RUN!

World Class Gaming

If you take on Out of This World, get ready to play something completely different. The animation moves are so real, you'll genuinely fret about the fate of your other worldly, video friend. The action's hot, but don't expect video gymnastics with the same look and feel as Contra III, ActRaiser, or Super Mario World. The title says it all. This cart is Out of This World!



Out of This World by Interplay
Price not available, 8 megs
Available May



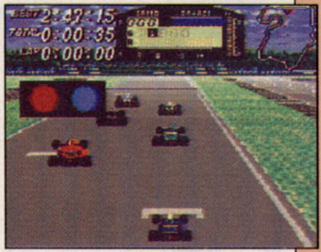
SUPER NES PRO REVIEW

F-1 ROC

By Colorful Commentator

Attention SNES racers: start your engines for F-1 ROC! Seta's new 16-bit driver requires a fast hand on the track and a cool head in the pits to take the checkered flag.

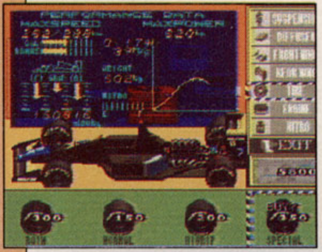
Drive for the Gold



Start your engines!

Formula One racing is where it's at in ROC. Test drive 16 authentic Grand Prix courses in the training mode or you can proceed directly to the competition track for the eight car, real deal.This roadster's built for one-player comfort.

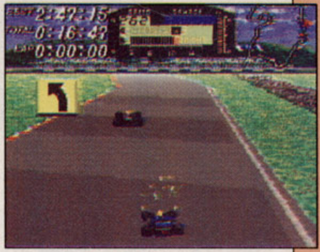
Your car's controls are textbook classics: accelerate, brake, downshift, upshift, and nitro. You can track an opponent's progress with a course map, but the one missing feature is a rear view mirror. Each time you place respectably, you earn points to increase your overall standing and extra bucks to help build a better car.



PROTIP: At the start of the game, invest in traction-boosting items, such as Tires and Wings. Wait until you reach the U.S.A. course to add "power" components, such as an Engine. Never buy a seven-speed transmission. Stick with the sixer.

In-race damage can be repaired in the pits or at the shop for a small cut from your earnings. You can also spend your cash on several upgrades to your Chassis, Transmission, Brakes, Suspension, Diffuser, Front Wing, Rear Wing, Tires, and Engine. Buy Nitro for a speed boost during races.

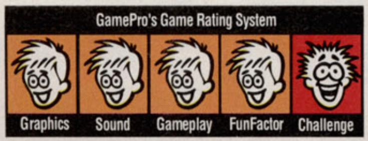
Your race-drivin' opponents' cars improve right along with yours! Buy a better engine and their autos will be similarly improved. Take the lead early, or kiss these guys' exhaust pipes goodbye. ROC utilizes a 3-D, behind-your-exhaust-pipe camera angle. The graphics definitely shine, and the high-revved sounds aren't bad either.



PROTIP: When you see a curve sign, check the severity of the curve before you act. Tight curves require you to downshift a gear, then quickly upshift to regain speed.

Champions, Race!

F-Zero trackies, who go for the thrill of "rush" racing, might not be blown away by ROC. However, fans of Formula One driving will enjoy F-1's extreme challenge, its real-life courses, and the add-on equipment feature. F-1 ROC rocks!



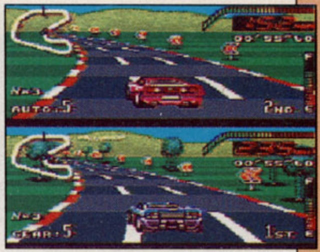
F-1 ROC:
Race of Champions
By Seta U.S.A
Available May '92, $58.95
8 megs + battery backup

Top Gear

By Fanatic Fan

Top Gear by Kemco offers the incredible speed of F-Zero, and some of the best split-screen, auto racing action ever to hit a home system.

Can't Drive 55!

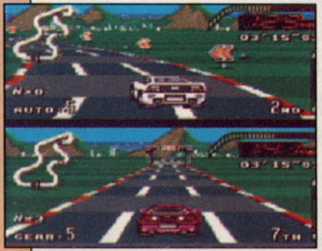


Split-screen action!

The object of Top Gear is to drive on 32 tracks in eight different countries. Place within the top five and you'll get a password to move on to the next country.

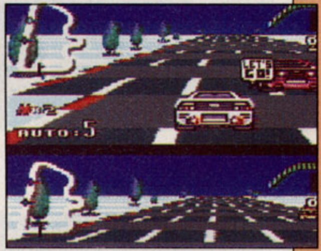
Whether you play Top Gear solo, or with a friend, you'll always see a split-screen (top and bottom) view from behind the car. Either Player Two, or the computer, controls the car on the bottom half of the screen.

There are three difficulty levels to choose from: Amateur, Professional, and Championship. Increasing the difficulty makes the computer drivers more aggressive.



PROTIP: Use a vehicle with excellent maneuverability for optimal success on the twisty-turny tracks (like the "Rainforest" and "Rio" in South America).

The four cars you can chose from- the Cannibal, the Sidewinder, the Razor, and the Weasel- are rated for maximum speed, acceleration speed from 0 to 60 m.p.h., tire grip, and fuel consumption. The Cannibal has the highest maximum speed - 147 MPH!!! The Sidewinder has the best handling and the lowest fuel consumption. The Weasel is a tough competitor with vicious cornering ability and a speedy 0 to 60 time (4.3 seconds!). The Razor is loose around the corners and has a lower top speed and acceleration. If you can win with the Razor, you're truly the king of Top Gear. All cars are equipped with three Nitros per race. There's also a refueling pit on most tracks, lucky for the gas-guzzling Cannibal.

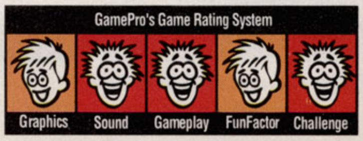


PROTIP: Nitro is most effective when you're approaching a straightaway and the road ahead is clear of cars. If you bang into another vehicle when you're zooming, your momentum stops.

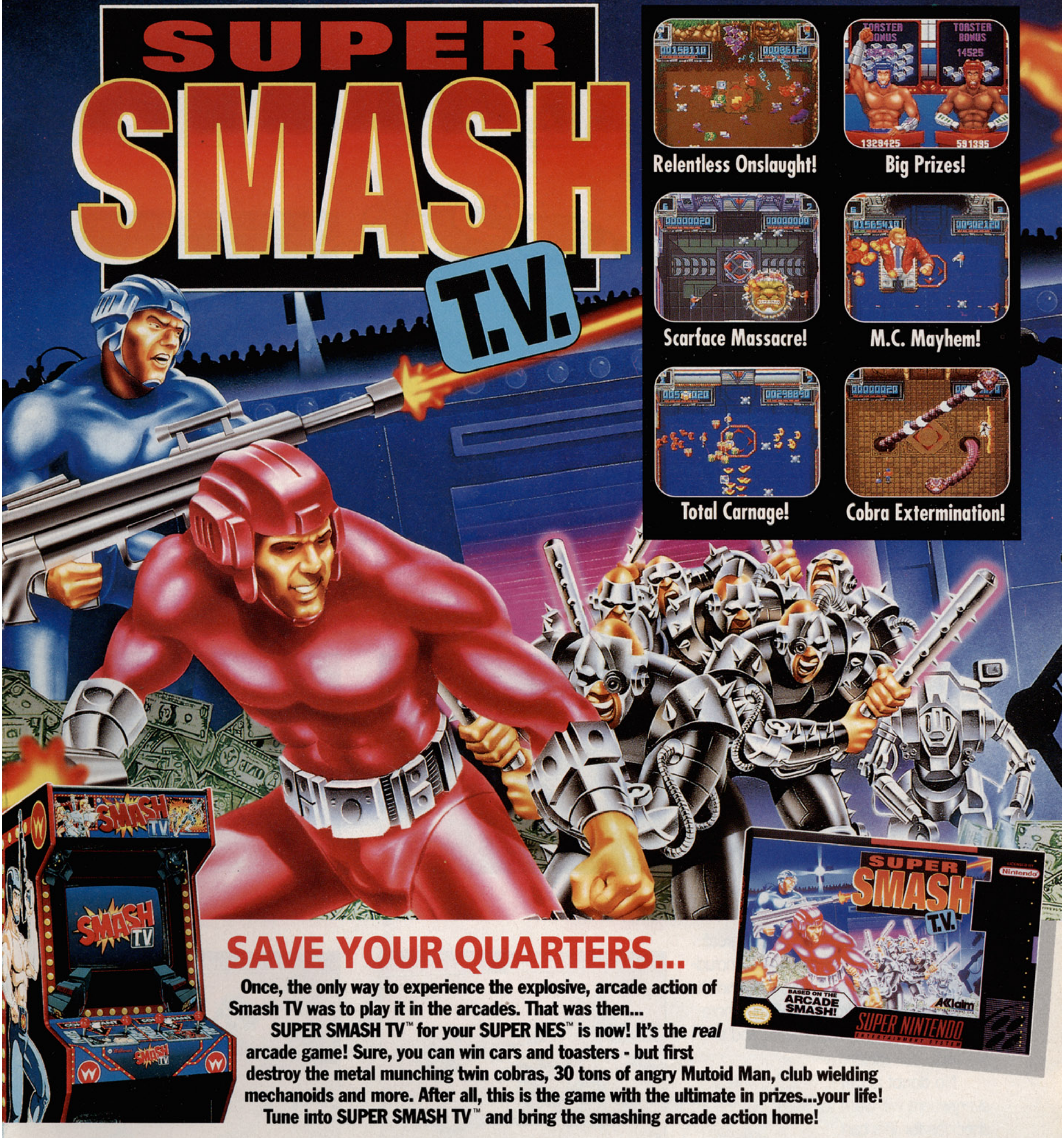
The Checkered Flag

Top Gear is one of the hottest racing games ever! The pace never slows and the tracks dish out enough variety to hold even the most die hard, speed king's interest. The computer opponents provide a solid challenge. The game even has some super cool background music. Gamesters, start your engines!

Top Gear by Kemco
Available May '92,
$54.95, 4 megs



BRING THE HIT ARCADE GAME HOME!


SUPER SMASH T.V.
Relentless Onslaught!
Big Prizes!
Scarface Massacre!
M.C. Mayhem!
Total Carnage!
Cobra Extermination!
SMASH TV
SUPER SMASH T.V.
BASED ON THE ARCADE SMASH!
Acclaim
SUPER NINTENDO ENTERTAINMENT SYSTEM
LICENSED BY Nintendo

SAVE YOUR QUARTERS...

Once, the only way to experience the explosive, arcade action of Smash TV was to play it in the arcades. That was then...

SUPER SMASH TV™ for your SUPER NES™ is now! It's the *real* arcade game! Sure, you can win cars and toasters - but first destroy the metal munching twin cobras, 30 tons of angry Mutoid Man, club wielding mechanoids and more. After all, this is the game with the ultimate in prizes...your life! Tune into SUPER SMASH TV™ and bring the smashing arcade action home!

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Acclaim® entertainment, inc.

Official Nintendo® Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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TEENAGE MUTANT NINJA TURTLES IV
Turtles in Time

By C.T. Aslan

Cowabunga! The Teenage Mutant Ninja Turtles are coming to your SNES in a conversion from their latest coin-op adventure. Teenage Mutant Ninja Turtles IV – Turtles in Time is the latest, and possibly the greatest, Turtle video game ever! The nefarious Krang and his Foot Soldiers have kidnapped April O'Neil and the Statue of Liberty. Raphael, Donatello, Leonardo, and Michelangelo chase them across 10 exciting levels, and several thousand years of Earth history.

Turtles through History

The Heroes in a Half Shell start their mission on the streets of the Big Apple, and wind up in the menacing Technodrome before they are warped back to prehistoric times.

If the Turtles survive the dinosaurs, they travel to 1530 A.D. and board a giant pirate ship. Two TMNT regulars, Rahzer and Tokka, are waiting.

Next, it's on to 1885 A.D., where the Turtles hop a ride on a freight train to face big alligator baddie, Leatherhead.

Then they move on to the future, 2020 A.D., where Krang's men use hoversleds to get the jump on them.

Up next is 2000 A.D. and the Starbase where no Turtle has gone before. The end of this level reveals who's REALLY behind the mystery (as if you didn't already know!).

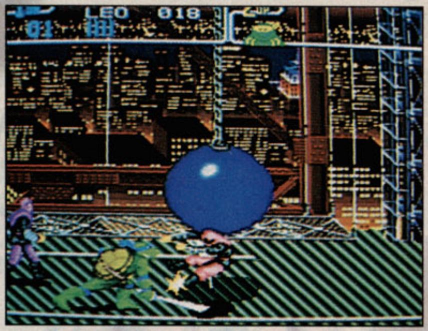
Yep, you guessed it! You'll face the biggest and most evil Shredder yet!

Give 'em Shell!

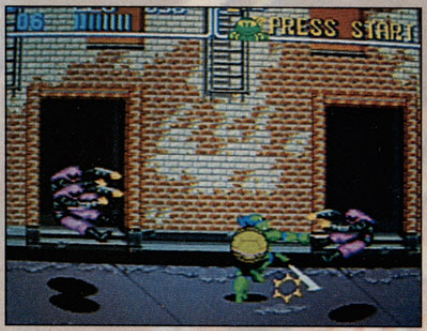
TMNT IV for the SNES has all the great Turtle moves from past NES titles, including the jump-swing from TMNT II and the Turtle Super Move from TMNT III. There are also new midair maneuvers and a rad slide kick attack.

No doubt about it, SNES owners everywhere will want to "shell" out the sheckles for this cart.

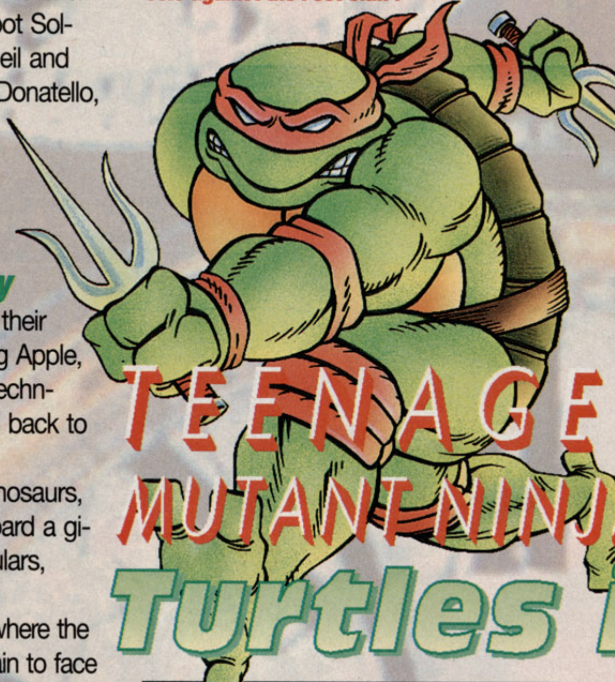
Teenage Mutant Ninja Turtles IV – Turtles in Time by Konami Available June '92, 8 megs

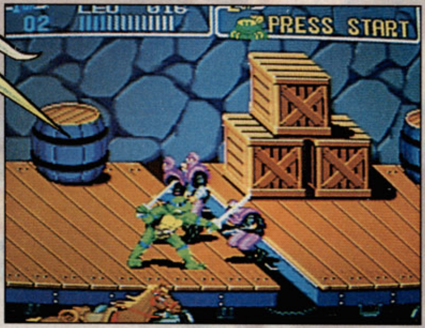


On the New York bridges, Leonardo goes solo against the Foot Clan .

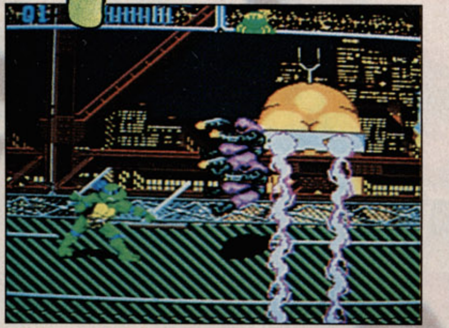


Level 2 dumps you in a long alley. Try to stay out of the shadows!

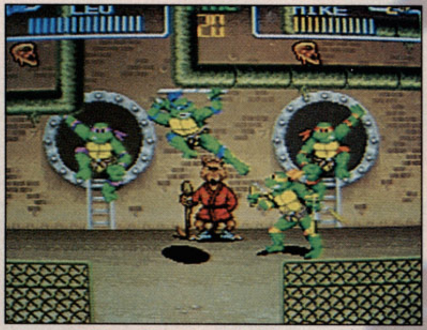




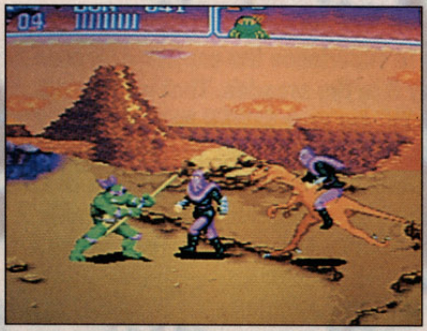
Hop a ride on the Shredder Express! Next stop is the Technodrome.



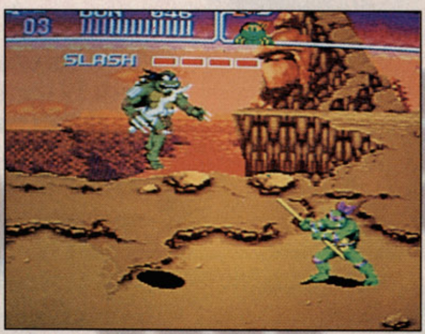
At the end of Level 1, you'll encounter a giant. He's a laserbeam-shooting version of the alien Krang.



A special head-to-head battle area is in this cart. Now you can find out who really is the mightiest Turtle of them all!

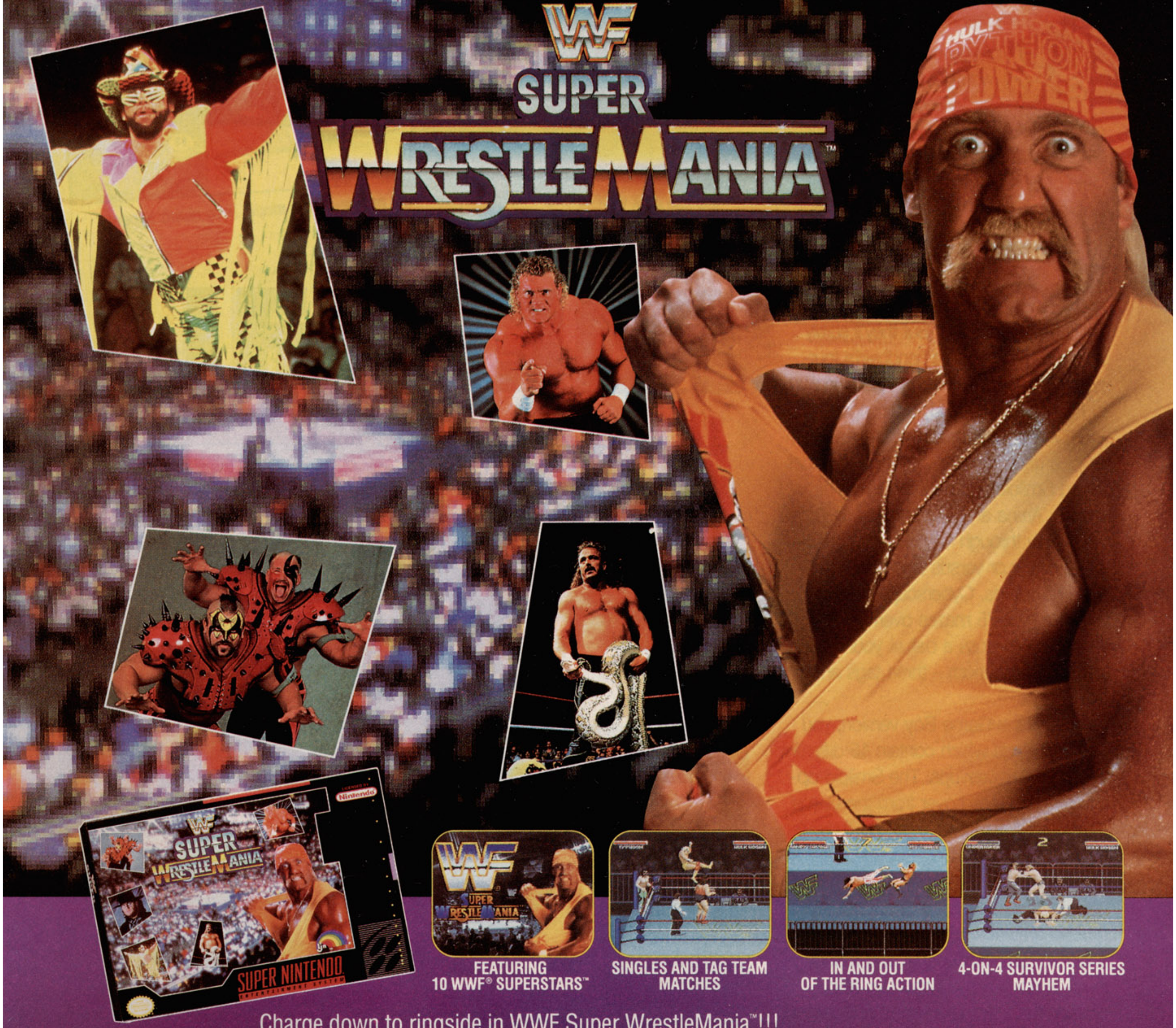


Foot Soldiers and Mini-Dinosaurs are the least of your worries when you journey back in time...



...and find that your old nemesis, Slash, has journeyed back with you!

SO REAL YOU'LL WISH IT WAS JUST A GAME!



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10 WWF® SUPERSTARS™

SINGLES AND TAG TEAM
MATCHES

IN AND OUT
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4-ON-4 SURVIVOR SERIES
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You're in command of powerslams that rock the arena, clotheslines that clobber, and atomic suplexes that flatten your foe into submission!

You've got the skill and the bone crushing moves...but do you have the *guts* to become the next WWF champion?

ACTUAL GAME SELECTION SCREENS!

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SUPER NINTENDO
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SUPER NES PREVIEW

FACEBALL™ 2000

By Ugg the Bugg

If you had a "nice day" with Faceball 2000 for the Game Boy, get set to put on a new Smiley face with the Super NES cart due out in June. Here's a preview of Bullet-Proof Software's 16-bit version of virtual reality tag-ball.

About Faceball

Faceball for the SNES sports clean 16-bit graphics that will make Game Boy Faceball fanatics go ga-ga. But they'll surely miss the monochrome handheld's four-player capability. Other than that, the game of Faceball is essentially unchanged.

One or two people chase each other, or a grinning gang of "Smiley" Faces called Smiloids, through two sets of mazes, Arena and Cyberscape. In Arena, you'll play through 14 mazes against another player or versus computer-controlled Smiloids. Cyberscape will consist of more than 75 mazes overrun by Smiloids. You toss a ball at your opponents to "tag" them – three tags and they're out.

As in the Game Boy version, you can find Pods which contain 15 different Prizes and Power-ups. The Smiloid opposition has rolled over from the Game Boy too. Shootme's, Ishootu's, Turkey's, Rover's, Gremlin's, and Bouncer's are all out in force.

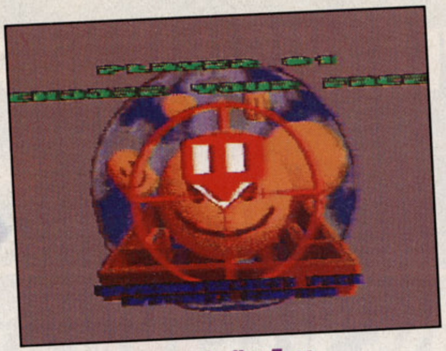
The cart sports great 16-bit background graphics, including a city setting, a red volcanic landscape, and a snowy Ice Age environment. You can also choose the color and shape of your Smiloid character.

During two-player games, both players' views appear on-screen at the same time. No fair peeking in versus mode.

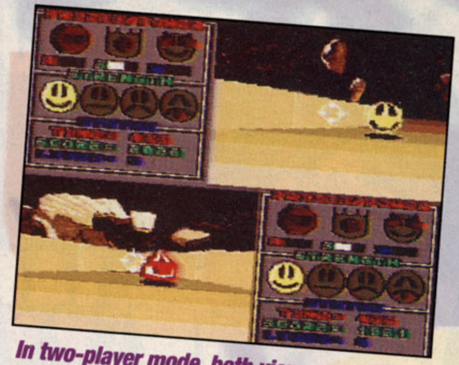
If It Ain't Broke, Don't Fix It

Faceball 2000 may sound very similar to its Game Boy progenitor, but FB probably won't need a total facelift to be an outrageously fun SNES game. It's a video game concept that just plain works!

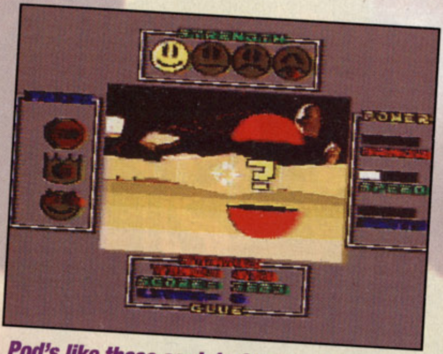
Faceball 2000 by Bullet-Proof Software
Available June, 4 megs



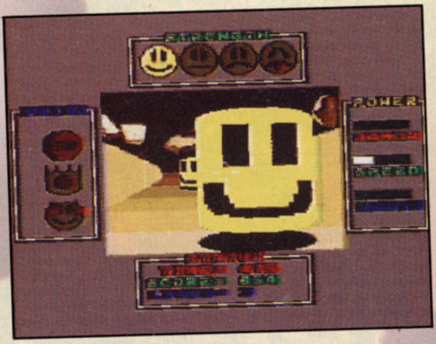
You can pick your Smiley Face.



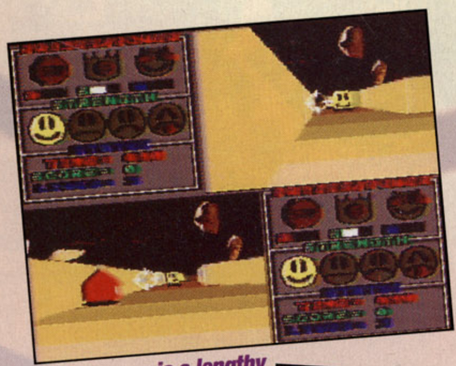
In two-player mode, both views appear onscreen



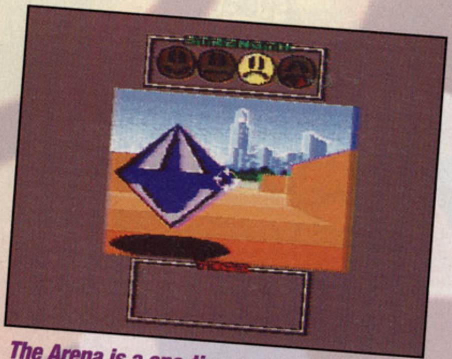
Pod's like these contain Clues and special power-ups.



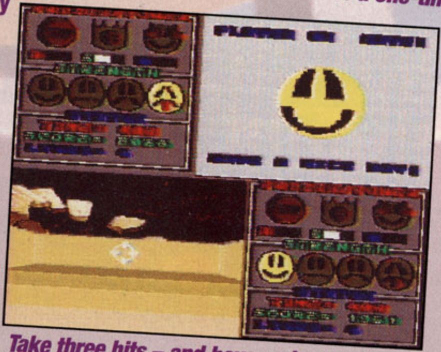
Meet an Ishootu.



Cyberscape is a lengthy tag-fest against the Smiloids in 70 plus mazes. The Master Smiloid awaits you.



The Arena is a one-time contest versus the Smiloids. Check out the snazzy background.



Take three hits – and have a nice day!

TERMINATOR™ 2 JUDGMENT DAY

ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY

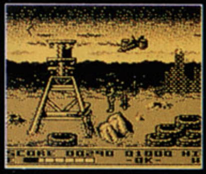
1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

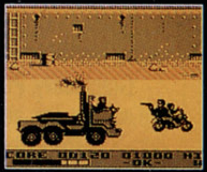
IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:

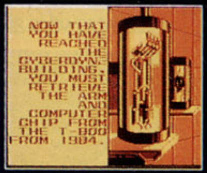
You are a T-800 terminator. ***It's a T-1000.*** You carry a lever-action Winchester. ***It's invincible.*** You have on-screen target search displays. ***It's made of liquid metal.*** You have 10 barrels of high-explosives. ***It is the ultimate weapon of destruction!***



Destroy Skynet defenses in the future.



Red line young John Connor to safety!

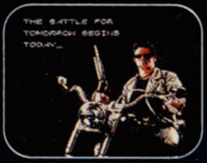


NOW THAT YOU HAVE REACHED THE CYBERDYNE BUILDING, YOU MUST RETRIEVE THE ARM AND COMPUTER CHIP FROM THE T-800 FROM 1984.

Lend a hand to the Resistance—destroy the terminator endoskeleton.

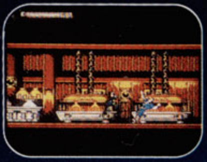
FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY®:

First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!

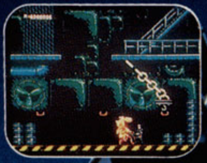


THE BATTLE FOR TOMORROW BEGINS TODAY...

The battle for tomorrow begins today...with you!



These bikers are tough, but they ain't seen nothing like a T-800!



Can you take the heat? Destroy the T-1000!

NINTENDO ENTERTAINMENT SYSTEM
T2
TERMINATOR 2 JUDGMENT DAY
GAME BOY

Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"

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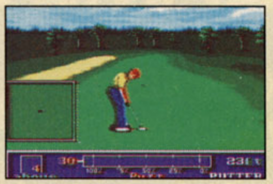
PGA Tour Golf

By Holly Wood

Electronic Arts is the proud parent of yet another hot sports title – PGA Tour Golf for the SNES. This baby takes you on a professional golfing tour you won't soon forget.

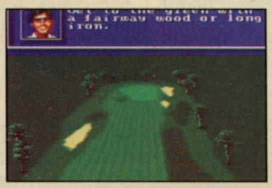
Enviable Greens



PROTIP: When you're near a flag, but not quite on the green, use a chip shot at 100% power.

PGA Tour is loaded with large menus that are bursting with options. Once you get past the initial options shock, you realize the menus are straightforward, logically categorized (i.e. clubs, perspectives), and a breeze to use.

Graphically, PGA isn't fancy. The courses are easy to see, and not cluttered with excess detailing. Instead of frantic, concentration-breaking, techno-synthesizer music, you get easy listening. Chirping birds, balls hitting turf, and the occasional hushed roar of an invisible crowd is about as heavy as it gets.



a fairway wood or long iron.

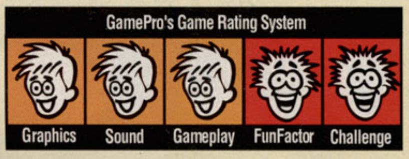
PROTIP: Wind direction and force change constantly. Check the meter often.

PGA-T offers amazing perspectives. For example, before you begin to play on a hole, you're taken on a mini overhead tour of the fairway. Once you've toured a hole and played it as far as the putting green, you're offered a whole new perspective. It's a gridview perspective, which enables you to see, on a gridscale, the minor slope variations surrounding the hole.

Slicing, chipping, putting, whatever, it's all a pleasure. The power of your swing is measured by a bar, which ranges from 0-100%. One or two practice shots and you've got your timing down pat.

PROTIP: Never putt over 100% power.

If you're a serious green-stalker and you're looking for a great 16-bit golfing challenge, download your brain's best golfing strategy and plug in PGA Tour Golf.



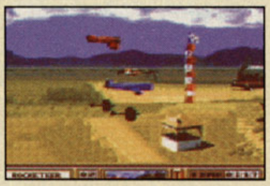
PGA Tour Golf by Electronic Arts, $59.95
Available now, 4 meg plus battery backup

Rocketeer

By Linoleum Blown Apart

Strap on your Rocket Pack! As Cliff the Rocketeer, you'll have to battle through eight stages. You fly on your own or with a buddy in alternating two-player action. Your mission: reach the Zeppelin in time to save Jenny before she's harmed by the Nefarious Villain. You'll be sucked into this cart's graphics, but not into its action.

Up, Up, and Away



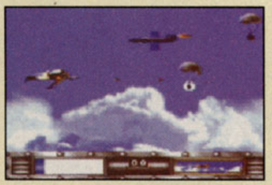
PROTIP: While you soar through the unfriendly skies, dodge the poles to the right. If you try dodging the poles to the left, you'll be grounded.

Before you get to the real battle, you'll have to win two airplane races in the GeeBee. These air races get a bit tedious – but they're tough to beat. Watch out in the Hanger. The Villain's men blend into the background and they'll try to take you out with their shots.

PROTIP: To win the air races, either in the GeeBee or with your Rocket Pack, stay CLOSE to the poles. You can't beat 'em if you stray too far.

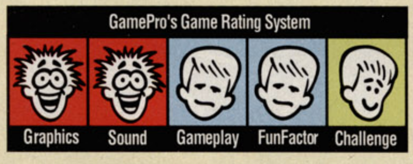
After the last Hanger, you take to the air! Once airborne, you face several bouts of bombs, missiles, and parachuting bad guys before you reach the Zeppelin. On the Zeppelin and before you are reunited with Jenny, you'll have to slug it out with the evil bad guys and your most difficult opponent, the Nefarious Villain.

Out of Gas



PROTIP: While in the air, keep your eyes peeled for 1-Ups and Power-ups.

Although the Graphics and Sound pull you into this game, the disappointing action doesn't keep you. The shoot 'em and slug 'em fights are too easy to win and the ending "reward" sequence isn't worth the wait. Unfortunately, this Rocketeer just doesn't fly.



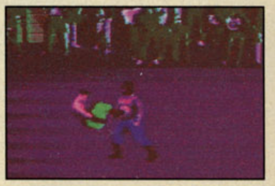
Rocketeer by IGS, $59.95
Available May, 8 megs

Pit -Fighter

By Jinky the Monkey

Pow! Ugh! Smack! Wham! No, it's not Batman and the Boy Wonder gettin' rough with the Joker or the Penguin, it's THQ's Super NES version of that awesome pound 'em coin-op, Pit- Fighter.

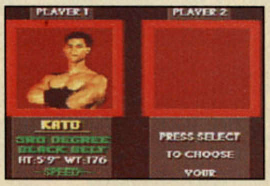
A Pit -Fighter is someone who subjects their body to beatings while a raucous crowd looks on. What's so attractive about risking your neck in this rowdy, two-player beat-'em-up adventure? Why the challenge, of course, and there's some hefty cash prizes to be had, too.



PROTIP: Always go for the in-their-face aggressive approach.

A Fists and Feet Frenzy

In this SNES version, programmers pumped up the video-reality factor. You choose from three contenders: Kato, Ty, or Buzz.



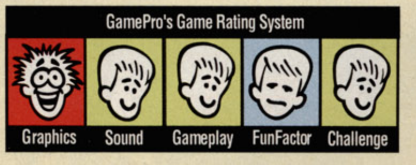
PROTIP: For a real kick in your opponent's pants use Kato. He's the best fighter of the trio.

Each character boasts different speed, agility, range of blows, overall strength, and staying power. Each character also has his own set of Super Moves. However, to perform super moves, you must win a round to get a "power pill."

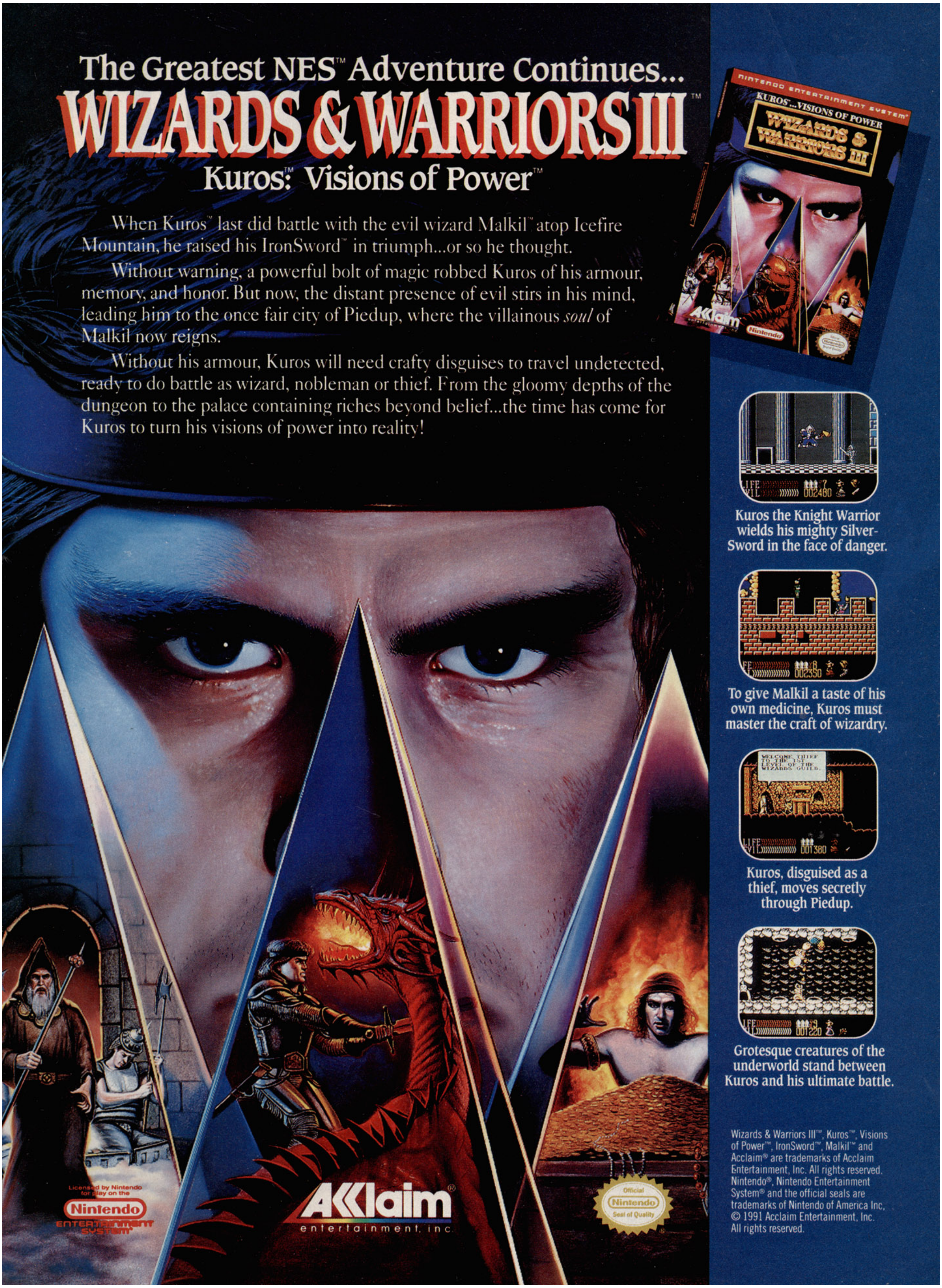
PROTIP: If you're taking a few too many body slams, complete a somersault move up and over the opponent. This will give you a split-second to get your bearings.

The Pits

Although the digitized graphics and sound effects are almost identical to the Arcade and the Genesis versions, the moves, unfortunately, aren't. While each character's basic moves can be performed with relative ease, the quest for the much needed super moves is a bit of a drag. Guess the third time isn't always a charm.



Pit -Fighter by THQ
Available now, price not available, 4 megs



NINTENDO ENTERTAINMENT SYSTEM
KUROS...VISIONS OF POWER
WIZARDS & WARRIORS III
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WIZARDS & WARRIORS III™

Kuros™: Visions of Power™

When Kuros™ last did battle with the evil wizard Malkil™ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!

Kuros the Knight Warrior wields his mighty Silver-Sword in the face of danger.

To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.

Kuros, disguised as a thief, moves secretly through Piedup.

Grotesque creatures of the underworld stand between Kuros and his ultimate battle.

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THE ONLY GAME TO MAKE THE PGA TOUR CUT.

Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make the rounds with guys named Fuzzy, the Walrus, Zinger, and Fred. In sum, 60 of the best players ever to swing a club.

SUPER NINTENDO
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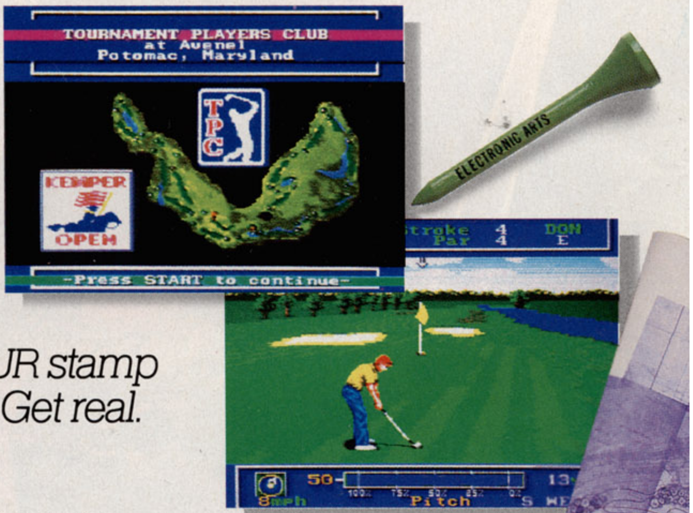
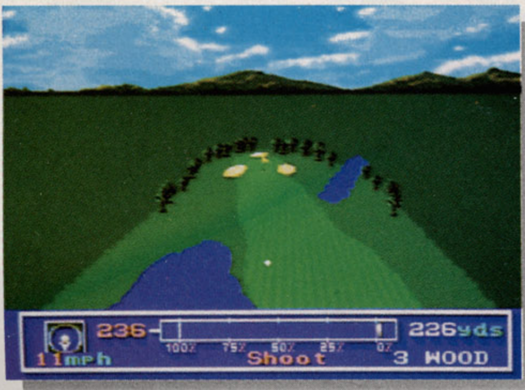
No matter how you slice it, this is the most realistic SuperNES™ golf game ever.

Real players with hole-by-hole tips. Real courses like the TPC's® at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Get real.

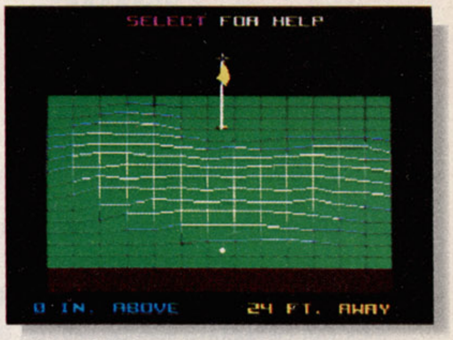

TOURNAMENT PLAYERS CLUB
at Avenel
Potomac, Maryland
TPC
KEMPER OPEN
-Press START to continue-
ELECTRONIC ARTS
Stroke 4
Par 4
DON
E
50
Pitch
8mph


236
226yds
11mph
Shoot
3 WOOD

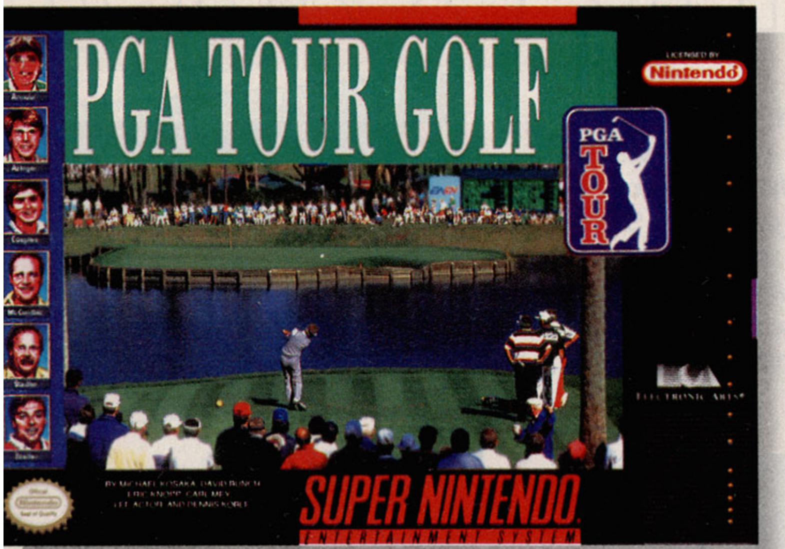
EASN reaches new heights with its exclusive Ball-Cam—an on-ball camera delivering a ball's-eye view of your shot in flight.

Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.

PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. A 360° putting grid for reading every green. And four TOUR courses, each built from the ground up from original blueprints.


SELECT FOR HELP
0 IN. ABOVE
24 FT. AWAY

With a 360° rotating putting grid you see every angle of the green. But if you don't read it correctly, watch out for the bogey man.


PGA TOUR GOLF
Nintendo
PGA TOUR
SUPER NINTENDO
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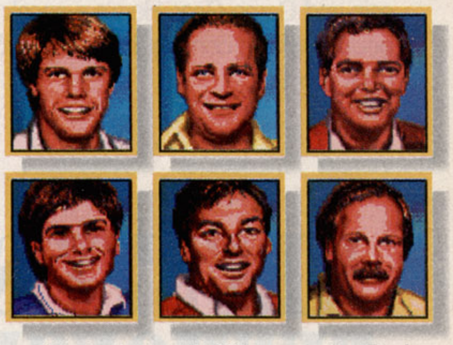
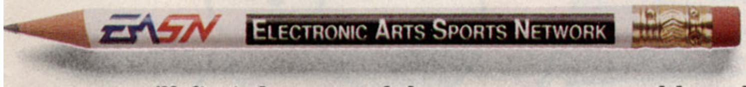
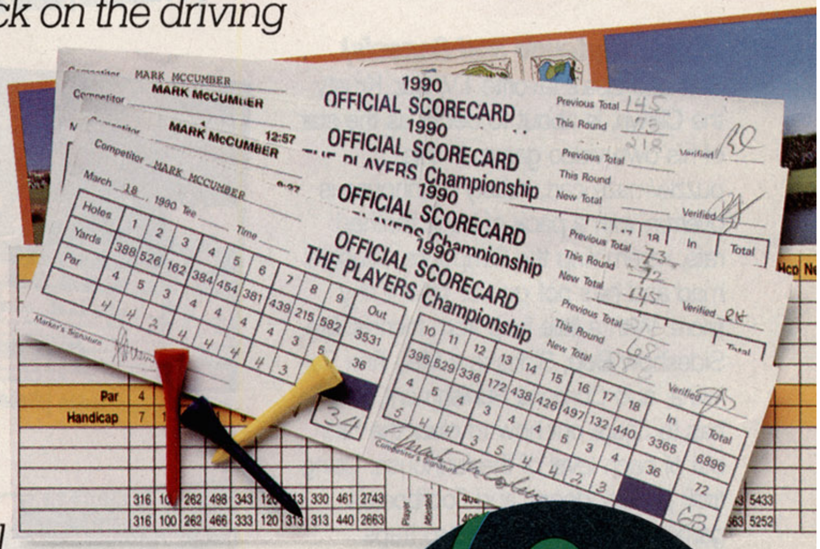
Of course, EASN™—the premier interactive sports network—is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of every hole. Instant replay. Plus an EASN team of sportscasters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.



Trade shots with 60 top pros like Paul Azinger, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.


EASN ELECTRONIC ARTS SPORTS NETWORK

If you run afoul of the fairways, you'll finish out of the money, and back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, even PGA TOUR stats.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1990
OFFICIAL SCORECARD
THE PLAYERS Championship

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

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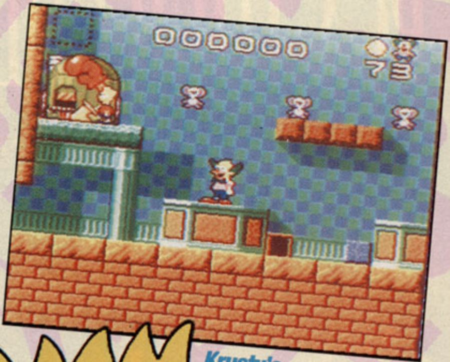
Special Feature!

Summer Fun with the SIMPSONS!

by Earth Angel

Bart's back...and back...and back some more! Acclaim's making the most of their hot Simpson's license with an entire family of titles for the NES, the Game Boy, the Super NES, and even the Genesis and Game Gear. Here's a sneak peek at what's coming, man, so don't have a cow.

If you just can't wait for the new carts, you can still wile away more than a few hours with the Bartmeister. Check out the first three games in the Simpson's line-up: Bart vs. the Space Mutants and Bart vs. the World for the NES, and Bart Simpson's Escape From Camp Deadly for the Game Boy.



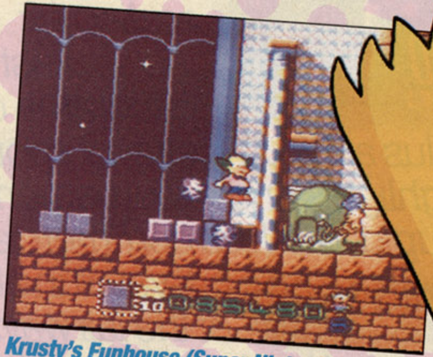
Krusty's Funhouse (Genesis)

KRUSTY'S FUNHOUSE

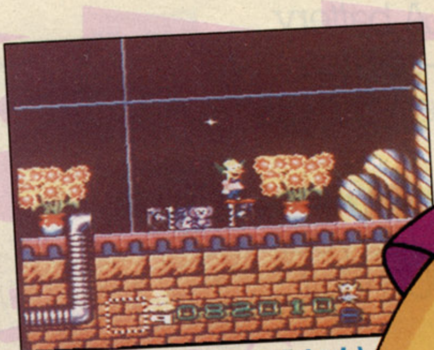
(Super Nintendo and Genesis)

Bart and Lisa's favorite T.V. star, Krusty the Clown, is about to debut as the star of his own video game. In this puzzle/maze cart, Krusty's funhouse is overrun with a pack of buck toothed rats, resembling the Simpsons. Krusty's mad and he's not gonna' take it any more. With a little help from friends, like Sideshow Bob, Sideshow Mel, Tina Ballerina, and Corporal Punishment, Krusty has to figure out how to clear the rats out of each level of the funhouse. Using trick panels, doors, and floorboards, gamers must lure the rats to traps. Krusty's buddy Bart waits at the traps to eliminate the rats with giant air pumps, mallets, and other weird weapons. Look out for the NES version, too!

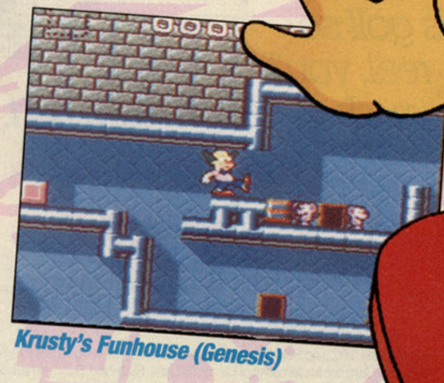
Available June/July



Krusty's Funhouse (Super Nintendo)



Krusty's Funhouse (Super Nintendo)



Krusty's Funhouse (Genesis)

Continued on page 60.

ARCANA™

The future of the kingdom is in the cards . . . and in your hands . . .

Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana \ är - 'kā - nə\ [L, fr. neut. of *arcanas* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmasters, now fast disappearing. 4. The exciting new RPG from HAL America.

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NEW GAME
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ROOKS
HP 130
MP 30
LV 1
SYLPH
HP 100
MP 30

Ariel
"I haven't seen you since you were a boy."

ROOKS
HP 130
MP 30
LV 1
TEEFA
SYLPH
Goblin ×1
Hound ×1
Slime ×1

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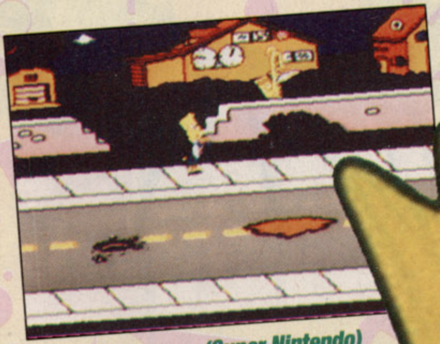
Bart's Nightmare

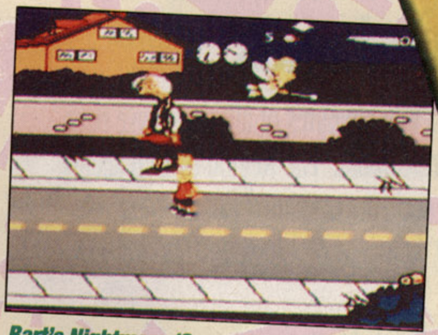
(Super Nintendo)

In this all new, action/adventure game for the SNES, bad boy Bart's dozed off while he's supposed to be doing his homework. The Bartster dreams that his homework floats out the window. To collect the lost pages, Bart has to journey through eight different worlds, where all kinds of wacky, weird happenings make Bart's dream a nightmare! For example, in the Windy World, Bart battles strange enemies with the help of Lisa Fairies, chewing gum, and root beer burps! Ultra cool, 16-bit graphics give the game a just-like-TV feel. Cowabunga dude!

Available August/September



Bart's Nightmare (Super Nintendo)



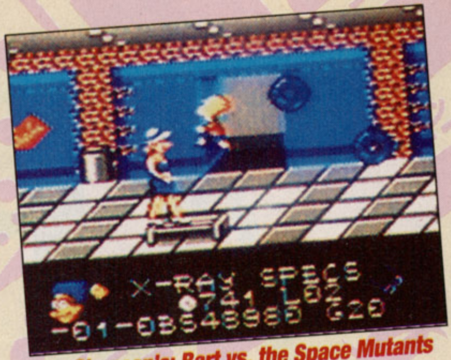
Bart's Nightmare (Super Nintendo)

The Simpsons: Bart vs. the Space Mutants

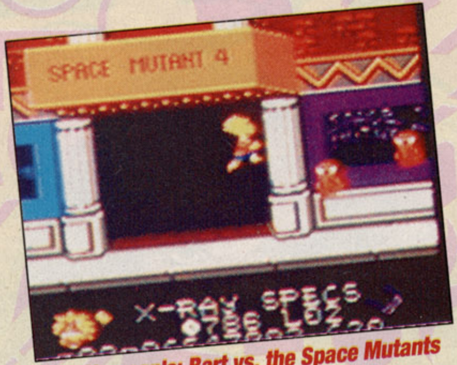
(Game Gear)

Don't have a cow, Game Gearers! Bart Simpson and his entire family are heading en mass to a Game Gear near you. Simpsons fans will recognize this title as the first NES Simpsons' title. In this portable version, Bart is trying to save his hometown, Springfield, from a strange alien invasion. The aliens look like regular people. Only Bart, aided by his X-Ray specs, can see the invaders. Using his trusty can of purple spray paint, Bart skateboards through Springfield, a shopping mall, an amusement park, and more in an out-of-this-world adventure.

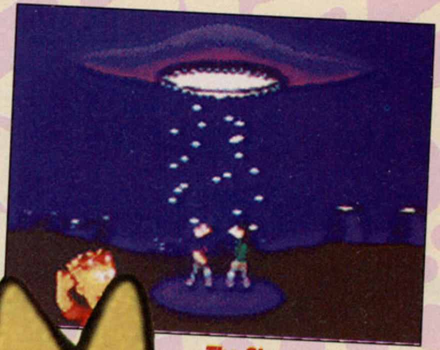
Available May/June



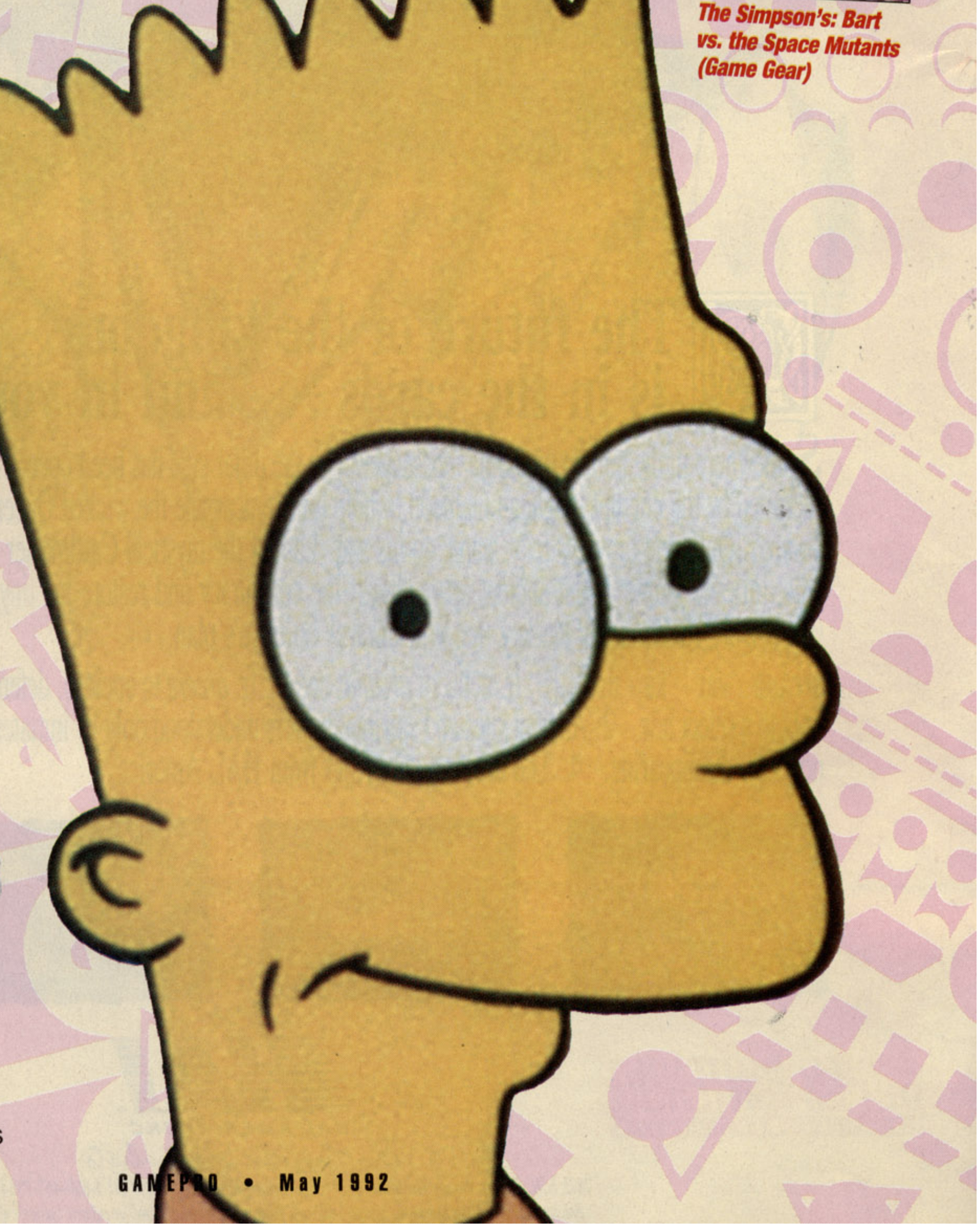
The Simpson's: Bart vs. the Space Mutants (Game Gear)



The Simpson's: Bart vs. the Space Mutants (Game Gear)



The Simpson's: Bart vs. the Space Mutants (Game Gear)



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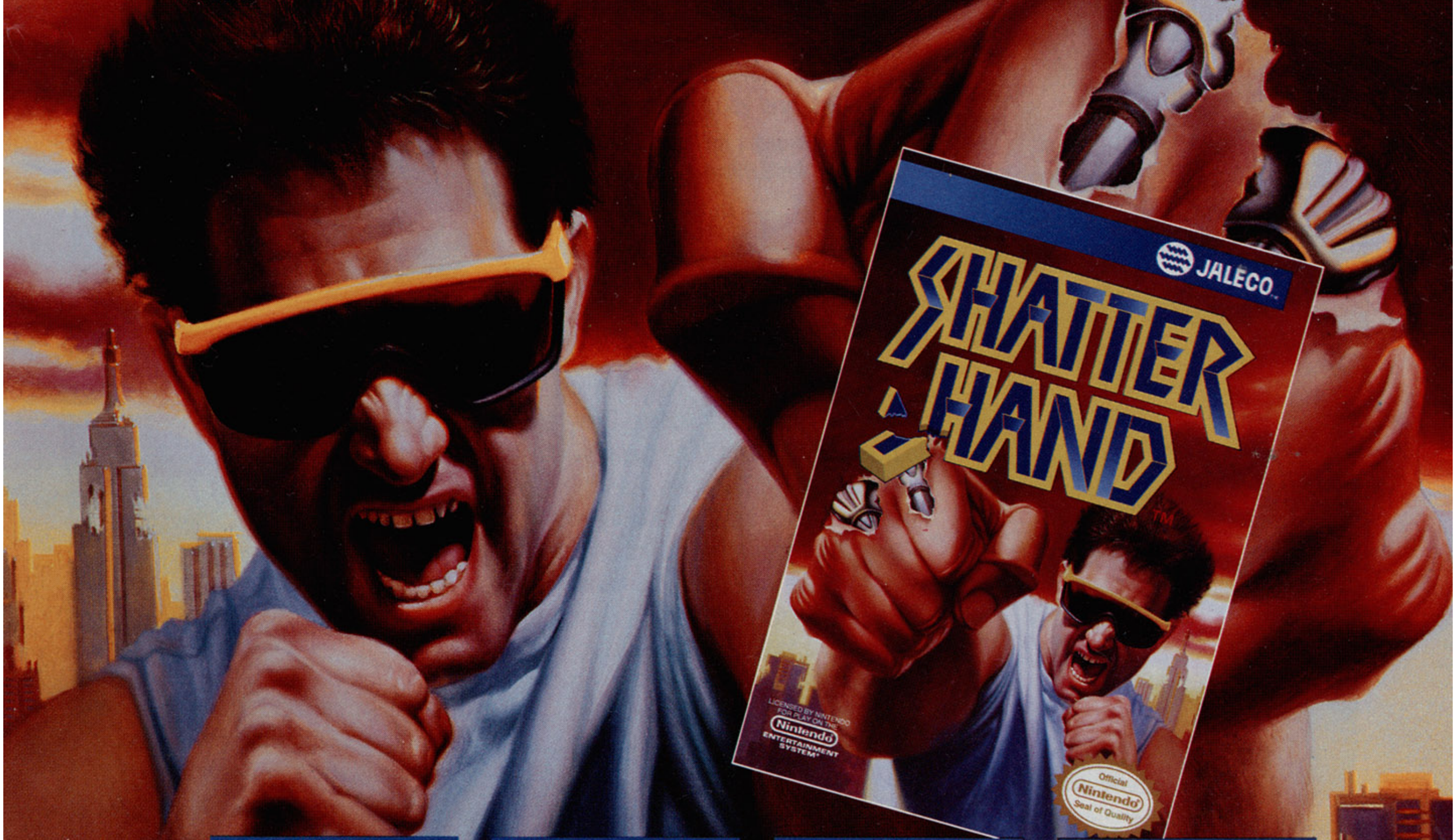
PUT SOME PUNCH INTO YOUR NINTENDO ENTERTAINMENT SYSTEM!

Imagine having hands that pack the power of 100 strategic missiles in every punch! Hands that can defeat any force on Earth! Hands that create satellite robots—each armed with unique power, like beam swords or sonic maces!

Welcome to the 21st Century of Shatterhand,™ where the power to save the world is in your hands. Punch after punch, blow after blow, Shatterhand redefines hand-to-hand combat as you battle treacherous, metallic cyborgs in the most explosive NES game you can get your hands on!

- 7 levels of programmed adventure—you choose the action!
- State-of-the-art graphics featuring 8-direction scrolling!
- "Anti-gravity" levels force you to fight upside down!
- 8 armed "satellite robots" assist you in battle!

Shatterhand.
It doesn't pull
any punches.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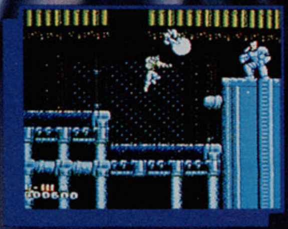

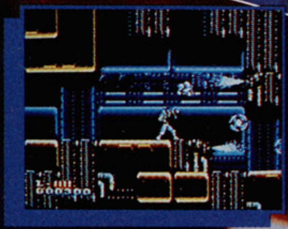

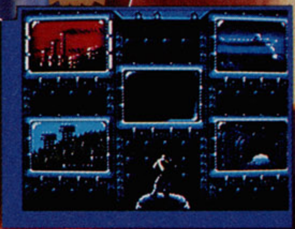

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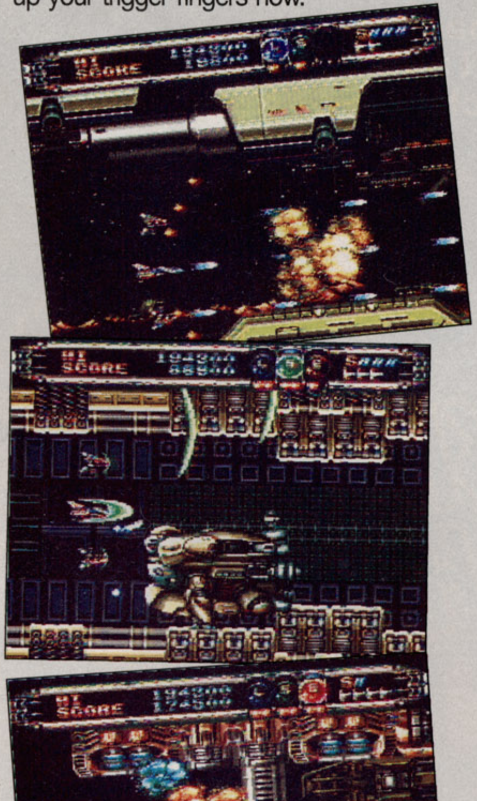
TURBOGRAFX CD PRO REVIEW

TURBO PREVIEWS

Gates of Thunder

By Toxic Tommy

Awesome! Gates of Thunder looks like one of the hottest shooters of all time. This CD's currently burning up P.C. Engine Duo's in Japan. If you're a shoot-'em-up fan, you'd better start loosening up your trigger fingers now.



Thunderous action!

In Gates of Thunder, you join forces with a super team of hotshot, space pilots. Your interplanetary defense faces overwhelming odds versus a fierce invading alien force. Great-looking, cinema sequences make the story as enticing as the action.

Exciting Cinematic sequences.

You'll fly across 8 levels of monster, shoot-em-up fighting. The action here is almost frighteningly fast. The game slings a blinding number of sprites at you. You'll also have to fly and fight through some very T-I-G-H-T spaces to have any hope of seeing the end screen. Naturally, your space fighter can grab all sorts of radical power-ups, and you'll need 'em.

Gates of Thunder by Turbo Technologies
Available 4th Quarter

Cosmic Fantasy II

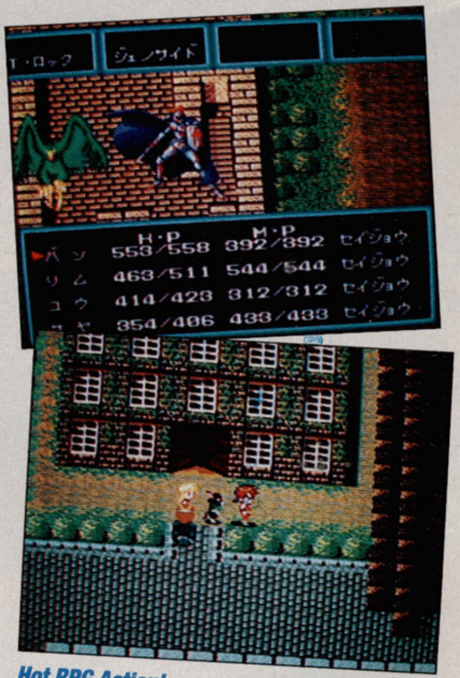
By Toxic Tommy

Cosmic Fantasy II by Working Designs is a massive RPG on CD for the standard TurboGrafx-16 CD System. As Van, teenage hero of the Do-na-kri Galaxy's Planet Idea, you lead a valiant party on a quest to save your sweetheart and your beloved planet from the evil machinations of Galam, a totally bad-news dude. Vile monsters and evil magicians look cool in this game, but they play for keeps.

Movie-quality animated sequences..

At first, Van suffers the RPG curse: no experience, no magic. But when our hero finally learns what's what, it sounds like he'll have the ability to bust up to 25 Magic Effects. If he needs backup, he'll be able to call on his Psychic Hunter travelling companions. They'll have 15 mind-blowing Psychic Effects, including some especially nasty sounding stuff, like fire whirlpools and blasts of sub-freezing air.

Van and his crew will also have access to standard gear. Weapons include Swords, Axes, Wands, and Spears. Magic Gems and Medicinal Herbs will be among your tools. Guards, such as Shields and Magic Cloaks, will protect you, but building up Hit Points is a must.

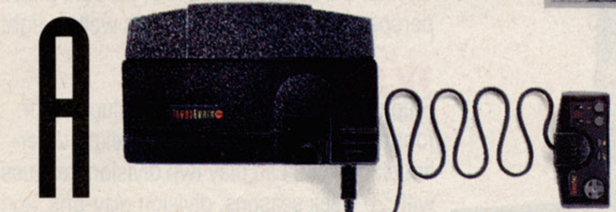


	H・P	M・P	
►バン	553/558	392/392	セイジョウ
リム	463/511	544/544	セイジョウ
コウ	414/428	312/312	セイジョウ
ヤ	354/406	433/433	セイジョウ

Hot RPG Action!

This game knocked the socks off P.C. Engine CD role-players in Japan. It features some truly fine animated, Japanese-style graphics. The lands of Idea cover extensive territory, as you might expect with a CD game. You'll probably have to set aside mucho game-playing time for this baby. This CD ought to satisfy anyone's cosmic fantasy.

Cosmic Fantasy II by Working Designs,
$54.95, Available May

FOR LESS THAN YOU CAN GET A . AND JUST TO GET YOU STARTED, WE'LL THROW IN A

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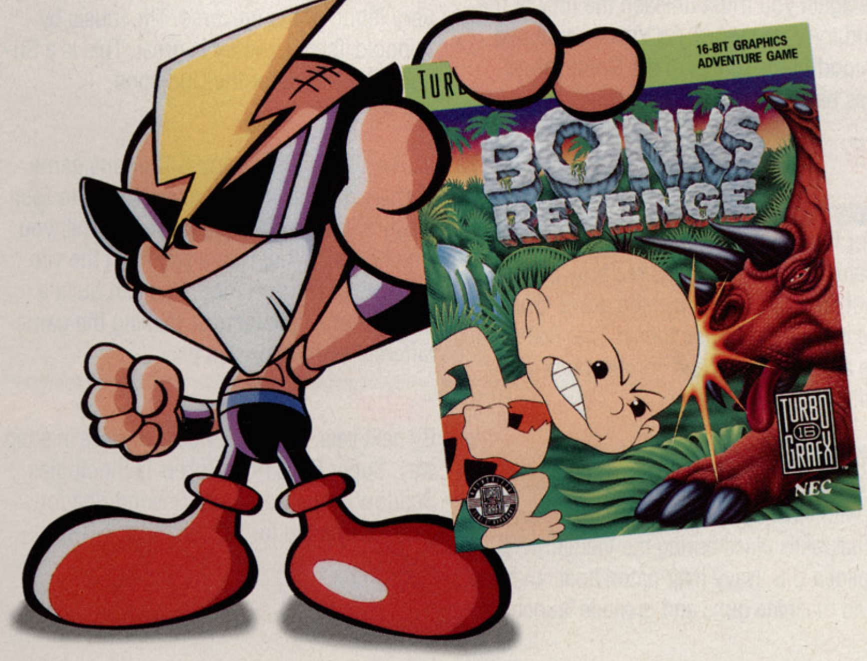

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TURBO 16 GRAFX

Turbo Technologies, Inc.

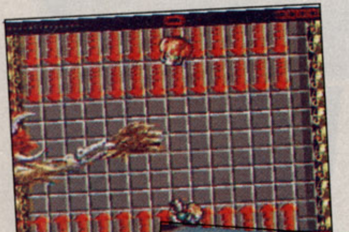
The Turbo Technologies Lineup

When NEC and Hudson Soft joined forces to form Turbo Technologies, they announced the new Duo, a combination TurboChip and Super CD game system due out in September. They also revamped the release dates for new games. Here's the low down on the TurboChip and the CD-ROM games due so far from Turbo Technologies. Some of these you've already seen in GamePro.

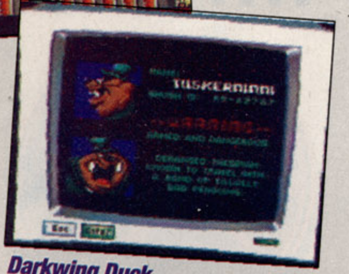
April

Ballistix

This super fast, overhead view game is part air hockey, part pinball, all fun. With a high tech cannon, you blast balls across 100 fields. (See GamePro, April '91)



Ballistix



Darkwing Duck

Darkwing Duck

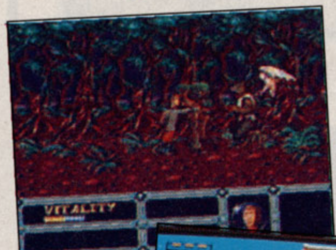
Who knows what evil lurks in fowl hearts everywhere? Darkwing Ducks knows! Join Disney's coolest, web-footed crimefighter in this action/adventure game as he recovers pieces of a stolen masterpiece and brings the evildoers who stole it to justice. (See GamePro, Jan. '92)

It Came from the Desert (CD)

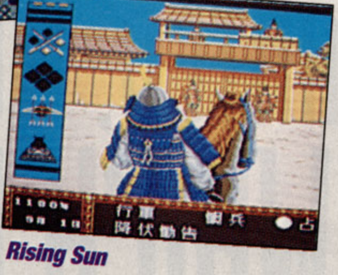
The remote desert town of Lovelock has an ant problem – GIANT ANTS! Unfortunately, these big bugs have a mind of their own, and now the mutant Antmind wants you! This 10-level monster features several different types of games. (See GamePro, Dec. '91)

Night Creatures

Night Creatures is ready to come lurching out of the shadows. In this spooky action/adventure game, you fight all manner of gruesome monsters across 11 areas, including a haunted forest, a graveyard, and a creepy castle. (See GamePro, Feb. '92)



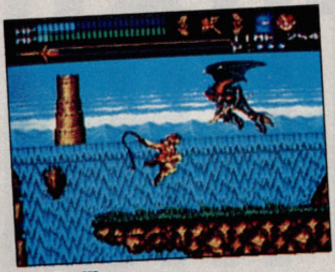
Night Creatures



Rising Sun

Rising Sun (CD)

Journey back to ancient Japan in this action-packed game that combines strategy with arcade action. As one of the Minamoto borthers, you seek revenge for your father's death, by commanding masses of Samurai warriors or engaging in one-on-one, first-person perspective fights using swords and bows.



Valis III

Valis III (CD)

Once again you must unleash the fury of the legendary Valis sword. As Yuko, you battle the bloodthirsty forces of the Spirit World across nine hack 'n' slash levels.

May

Ghost Manor

Horror from another dimension grips a once-peaceful town. Grisly creatures prey on the innocent. The dead rise from the grave. But this game is supposed to be funny! This five stage battle against ghouls and zombies promises horrific fun.

Gunboat

This cart contains 20 bloodthirsty missions filled with intense, first-person perspective action that takes place during the Vietnam War. You pilot a U.S. Navy river patrol boat, and you man its machine guns and grenade launchers.

June

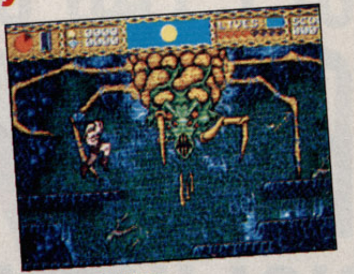
Falcon

Jump into the cockpit of an F-16 jet fighter for Air-to-Air and Air-to-Ground combat. You view all the action from a first-person, pilot's perspective. Learn how to fly as well as fight.

TV Sports Baseball

Step up to plate in this baseball slugfest for four players or less. Using up to eight different teams, you can play two division Leagues with 20 week seasons, division play-offs, and a championship series.

July



Shape Shifter

ShapeShifter (CD)

Join the fellowship of five powerful wizards, called the Ring of Five, as they rally to fight the power of the evil Dark Ones. They have the power to assume the form of various animals and mythical beasts

August

Loom (Super CD)

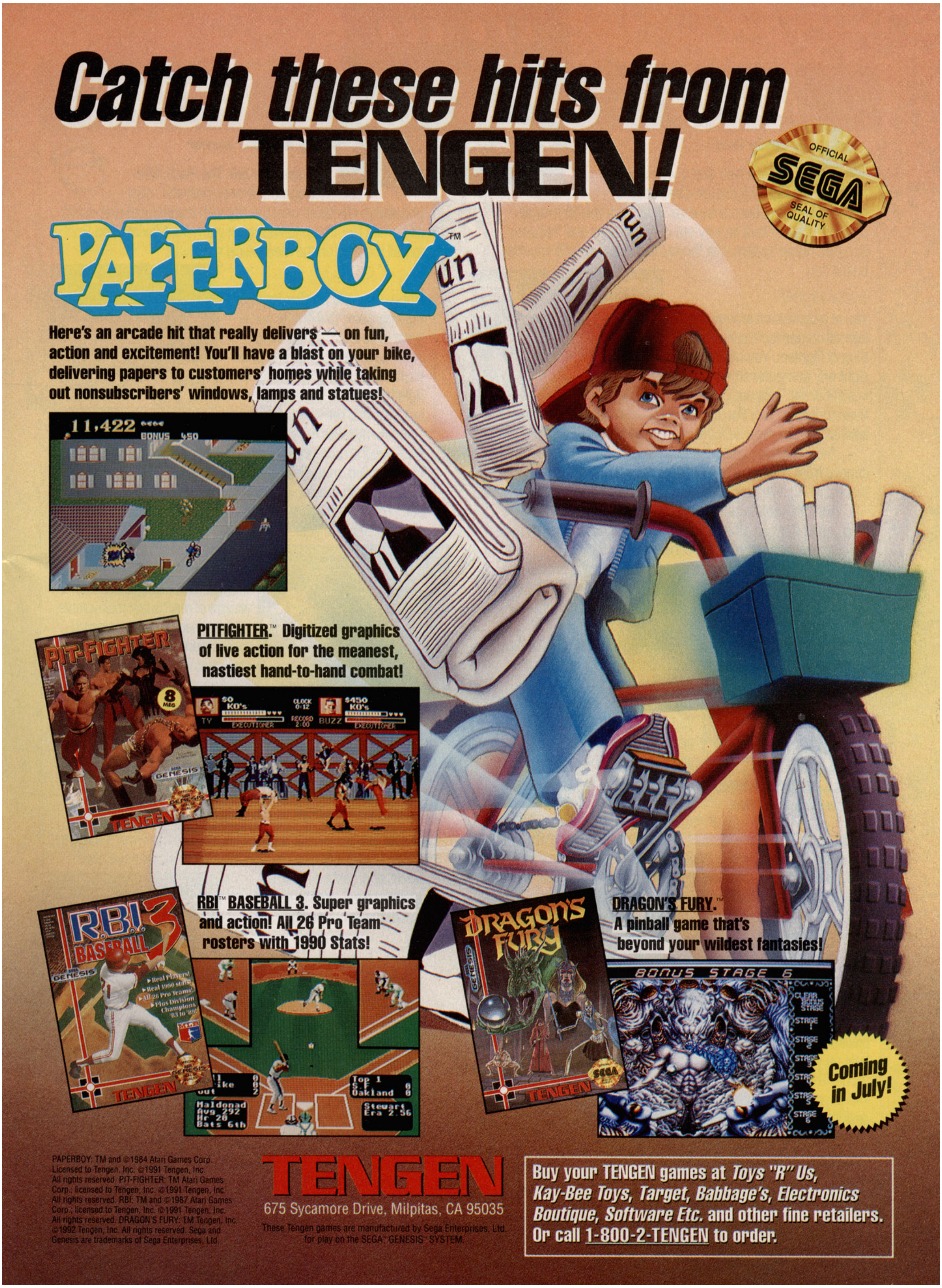
Welcome to the Age of the Great Guilds, in a world where craftsmen with super skills rule. Blacksmiths, Shepherds, Clerics, and Weavers hold the secrets to great power. You, as apprentice Weaver Robbin Threadbare, must learn to use music to weave the very fabric of the universe. The music by Leopold Tschaikowsky is great. This is a Super CD, so look for the Duo soon.

Order of the Griffon

TSR's classic Dungeons & Dragons game comes to life as a video game for up to four players. In this epic role-playing game, you must protect your homeland from the vile minions of the Iron Ring. You can build a party from 21 characters, making the game different every time you play.

1993

By next year, the Duo should be here in a big way. Super CD's from Turbo Technologies, Shadow of the Beast and Beyond Shadowgate, are slated for '93 releases.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NEO GEO PRO REVIEW

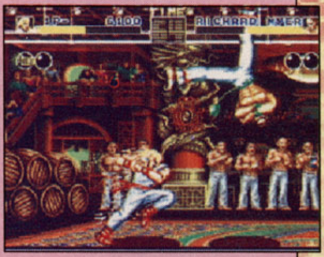
Fatal Fury

By Doctor Dave

If you're a Neo Geo owner who's itching for a one-on-one fistfight, your prayers have been answered. Fatal Fury, the 55 meg arcade hit, has just beat its way out of the arcades and into your Neo Geo home system with the same excitement and knuckle-bustin' fun.

Let's Fight!

You're a contestant in a winner-take-all competition, called the King of Fighters. You challenge eight wily computer street toughs in eight areas. Take two out of three rounds to win. You can play against the computer or a friend.

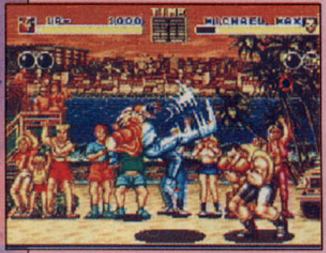


Andy's Spinning Upper Cut

There are three characters to choose from. Each of them packs four special fighting techniques, along with normal punch, kick, and throw moves.

Andy Bogard has a super charge move called the Spinning Upper Cut. His other special moves are not as easy to pull off, but they aren't as effective either.

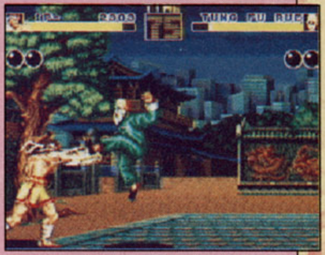
Terry Bogard's monster moves are the Burning Knuckles and the Super Shot. The Burning Knuckle enables him to fly furiously straight ahead at his opponent, while the Super Shot is an aerial attack with a strange kick.



Terry uses the Super Shot.

Joe Higashi has the Machine Gun Punch. You charge up this bad haymaker by rapidly pressing the punch button as fast as you can. Make sure that your opponent is directly in front of you, since you won't be able to move once you start this move!

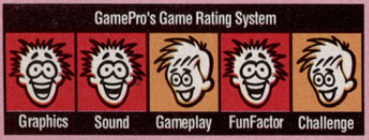
Fatal Fury puts up an above average fight. Fighting against the computer is just about as much fun as fighting a friend. The eight computer opponents have totally different personalities and attack patterns. The final computer opponent, Geese Howard, is fast and deadly. Be prepared to be beaten badly –several times!



Joe's Machine Gun Punch mows 'em down.

Fatal Attraction

Fatal Fury is an adrenalin-pumping, street fighting type game that will dish out hours of beat-'em-up pleasure. It's especially fun to beat up your friends in the versus mode. The graphics are a Neo Geo knockout, and the characters move crisply. The music is wonderful! If you're hungry for knock down, drag out street fighting with special techniques, beat up on Fatal Fury!



Fatal Fury by SNK
Home Entertainment
Available now
$179.00, 55 megs

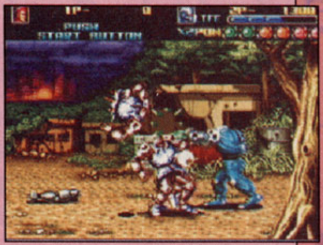
Robo Army

By Weekend Warrior

Dateline: 2099. The Place: Neo-Detroit. The once peaceful robot population has taken over the city with the intent to extinguish all human life! It's up to two robot warriors, Maxima and Rocky, to pull the plug on the mechanical mayhem!

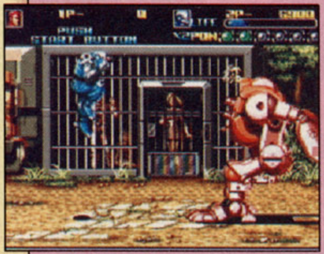
Robo-Rumble!

Robo Army is a familiar feeling, fighting game that sports some great features. The first thing you'll notice about this one or simultaneous two-player, sideview, fighting game is the beautiful graphics and the serious sounds! Robo Army takes full advantage of the Neo-Geo's arcade-quality graphics by painting an eye-popping, ultra-detailed, multidimensional playing field. The field has large, smooth moving characters and a load of fast-moving action! The soundtrack is excellent, with digitized voices and echoing stereo effects.



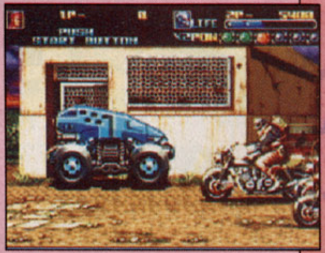
Graphics galore!

Rocky and Maxima must punch, kick, and pummel their way through six levels against an onslaught of mechanical malevolents, such as metallic ninjas, armored foot soldiers, robot attack dogs, and steel chameleons that spit melting liquid vomit. One stage boss literally swallows you and tries to chomp you into scrap metal!



PROTIP: After you smash Master Kong's head, you must avoid the head's deadly hand. As the hand retracts, run in to attack, then immediately jump backwards. Repeat this several times until you chomp this chimp!

Each hero has a special Power Attack, which requires Cyber Balls for energy. You can also snatch extra life units and a Power Metal icon that temporarily transforms your robo-warrior into an invincible Super Buggy that runs over the opposition! Rocky and Maxima are also able to pick up scattered pieces of smashed robots, wrecked cars, and steel drums to hurl at their opponents.

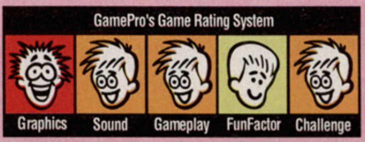


PROTIP: You only remain as an indestructible Buggy temporarily. Don't waste time by holding down Button A while you're speedingß through the level.

Gears 'n Gadgets

Robo Army is a great-looking, solid beat-'em-up. It would make a first-rate addition to any arcade. However, it doesn't bring anything new to the fight game. If you live with this fighter at home, you may soon crave more – more moves, more types of enemies, more types of power-ups. If you're seriously itching for a Neo Geo fight, Robo Army can accomodate you.

Robo Army by SNK
$179.00
Available now, 45 megs



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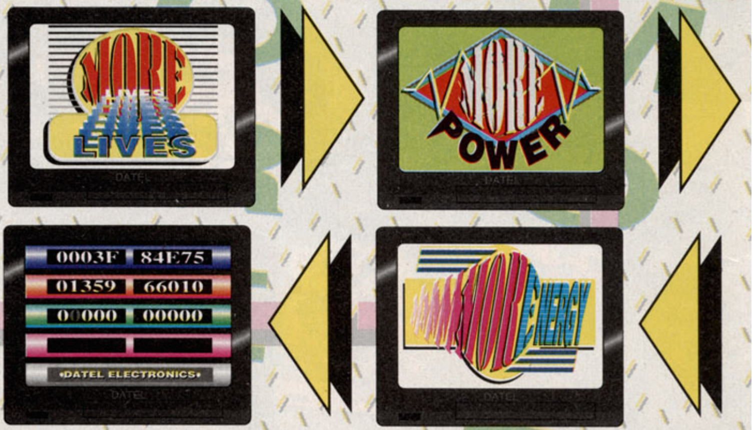

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Golf Peble Bch	16
Golf Pwr-G Nrmn*	22
Golgo 13	2
Goonies 2	4
Gotcha	6
Gradius	10
Gremlins 2	18
Grge Frmn Bxng*	22
Guardn Lgnd	4
Guerilla War	6
Gum Shoe	6
Gunsmoke	10
Gyruss	16
Hammrin' Harry	22
Hatris	24
Heavy Barrel	12
Heavy Shreddin	14
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	WE PAY YOU
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Hoops	4
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Hydlide	3
I Cn Rmembr	18
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Legnd of Kage	3
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Lil Mermaids	30
Lode Runner	14
Loopz	20
Low G Man	8
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Rescue Ranger	26
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Robo Warriors	4
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Rocketeer	22
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Roger Rabbit	10
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Simpsons 2	22
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Skate Or Die 2	12
Ski Or Die	22
Skull & Csbns	10
Sky Kid	12
Sky Shark	8
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Supr Glve Ball	2
Supr Jeopardy	24
Supr Mario	2
Supr Mario 2	16
Supr Mario 3	24
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Supr Mr/Dk/Trk	4
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TMNT 3*	22
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Thundrcade	10
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World Cup Sccr	18
World Games	10
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Wreck'g Crew	$12
Wrestlemania	6
WWF Chllnge	16
Xexyz	6
Yo! Noid	18

	WE PAY YOU
Zelda	$8
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Act Raiser	24
Addams Family*	26
Adv Isle*	30
Amer Glad*	26
Beast Wrst*	26
Bill Laimbeer C B	30
Blues Bros*	26
Bombuzzle*	26
Bulls/Lakrs*	26
Chesmstr	32
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John Mdn 92	28
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Galaxy Force 2	24
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Powerball	22
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Rambo 3	14
Rastan Saga 2	18
RBI Bsbl 3	34
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Rings of Powr*	24
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Road Rash	36

	WE PAY YOU
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Rollng Thndr 2*	24
Shadw Beast	24
Shadw Blaster	8
Shadw Dancer	18
Shin'g Drkns	38
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Side Pocket*	24
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Sonic Hdghog	20
Space Harrier 2	12
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Sports Talk Bsbl*	24
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Starflight	28
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Street Smart	24
Streets of Rage	34
Strider	20
Strike Egl 2*	24
Supr Hang On	14
Supr Hydlide	6
Supr Monaco	22
Supr Monaco 2	24
Supr Off Rd*	24
Supr Thndr Bld	14
Supr Vlybl	16
Swampthing*	30
Sword Sodan	12
Swrd Vermilln	20
Syd of Valis*	24
Target Earth	8
Targhan*	24
Task Force*	24
Techno Cop	18
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Thundr Frce 2	10
Thundr Frce 3	14
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Wonder Boy*	24
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***New Releases**
These may or may not be released.

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GAME BOY PRO REVIEW

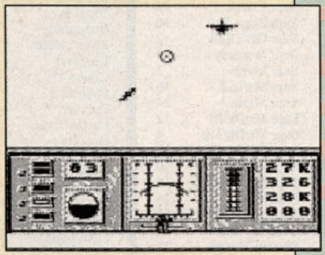
Turn and Burn

By Brother Buzz

Turn and Burn by Absolute is an air combat cart that focuses as much on the "air" as it does on the "combat." Your carrier-based, F-14 Tomcat must learn to fly if you want to bring it home safely from 99 missions.

Watch Your Six!

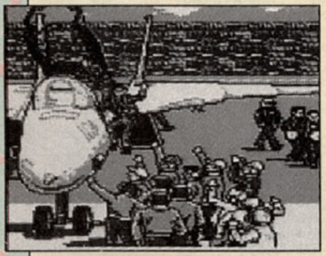
Your primary goal is to shoot down as many enemy jets as you can – before they shoot you. If you enjoy the hunt as much as the kill, the action's not bad. However, you spend a lot of time watching blips on the Long-Range Radar Grid screen, which guides you to the targets. You'll also gaze at empty, monochromatic air space and long expanses of ocean until you find your prey.



PROTIP: You can help guide Sidewinders to their targets. After you fire one, it continues to move as your jet moves.

The MiG-27s, MiG-29s, and Transports you fly against dish out tough competition. Turn and burn. They got that right!

You fly using a first-person, inside-the-cockpit view. There are some sharp still shots. However, you don't see much of the other aircrafts – primarily the rear end of jets you chase and the front-end of jets coming at ya. The sound effects are above average, and the music has energy.

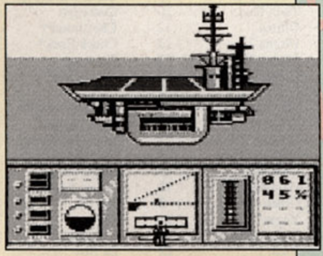


Complete a mission. Party on!

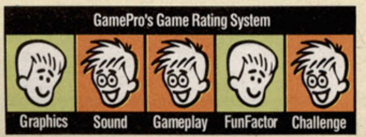
You get to use some nifty hardware that works well with the small screen. Your weapons are Sidewinder (heat-seeking missiles), Phoenix (radar-guided missiles), and 50 mm machine guns. The cockpit control panel includes a fine computer screen, which flashes two nicely detailed graphic displays.

Heads Up Flying

Turn and Burn is a solid Game Boy flying cart that provides endless hours of challenging combat flying, but it isn't going to turn on video jet jockeys with itchy trigger fingers or short attention spans. You must learn to manage limited ammo, missiles, and fuel. Sometimes you must also complete tricky carrier landings. If you like to fly with your head, as well as your thumbs, take a turn with Turn and Burn.



PROTIP: To land safely, your radar blip must be above the edge of the deck and visibly off the bottom line of the Computer Display Landing's landing groove.

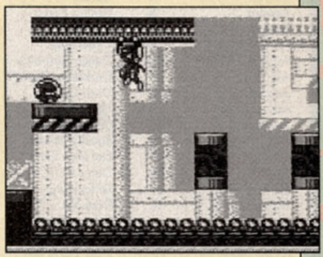


Turn and Burn
by Absolute
$29.95
Available May, 1 meg

Ninja Gaiden Shadow

By Earth Angel

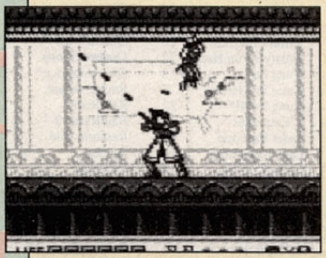
Ninja Gaiden's back...as a shadow of its former self. In the four vertically and horizontally scrolling stages of this one-player, action/adventure cart, you guide Ryu Haya Busa, the last of the Dragon Clan, through his training years. Jaquio is just a figment of his future as he develops his formidable fighting skills.



PROTIP: To grab this 1-Up in Stage 2, Ryu must run past the Orb until he can leap onto the platforms. Then he can backtrack to the Orb.

Not Just Another Ninja

Ryu's battles take place above, below, and on the streets of New York. Each stage is overrun with the requisite bomb-toting, rifle-firing, napalm-tossing bad guys. Obstacles include spinning Fire Wheels, a Thunderstorm, and robot-controlled Laser Guns.



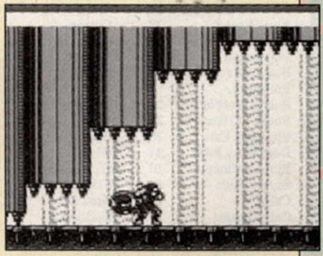
PROTIP: Use the platforms in the Thunderstorm area to block the shots from the laser-firing Robots.

PROTIP: Beat Boss 3, Colonel Allen, by using the grappling hook to hang from the ceiling. Drop behind him while he's firing, slash him, and rappel back to the ceiling.

Each stage concludes with a big, bad boss, such as Stage 1's cantankerous Cyborg and Stage 2's muscleman Gregory and his pesky sidekick. In the final battle, you come face to face with the Emperor of Darkness.

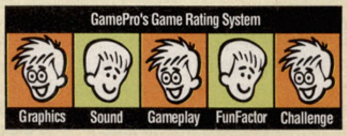
The fighting's typical ninja style. Ryu defends himself with a sword and ninja magic (when he grabs power-ups). Ryu's only got the Art of the Fire Wheel this time, so your fighting decisions are pretty basic – hack 'n' slash or Fire when you're in a tight spot. Ryu can also use a grappling hook to rappel in and out of danger. Learning how to use the hook is the best part of beating this game.

Video ninja masters will note that although Ninja Gaiden Shadow closely resembles the NES games, it doesn't live up to its standard in length or challenge. However, the crisp, authentic graphics and that old black ninja magic make this a good cart for ninja wannabees and a nice afternoon's diversion for hardcore Ryu fans.



PROTIP: If you tarry too long trying to grab the 1-Up in Stage 3, you'll be smashed by the falling platforms. Fire ninja magic at the Orb and then run and grab the 1-Up on the fly.

Ninja Gaiden Shadow
by Tecmo
Price not available
Available now, 1 meg



WHO'S SMILING NOW?

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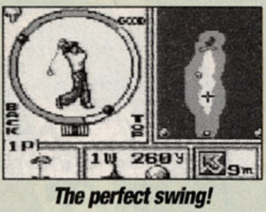
Ultra Golf

By Holly Wood

If you're in the mood for a day on the Game Boy greens, try Ultra Golf by Ultra. You get two golf courses and up to two players.

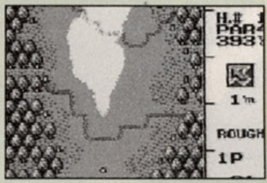
Ultra Golf's graphics are good. You can survey the course and aim your shots with an overhead view. You gauge your swing with a sideview of your video golfer. In between, there are some sharp stills.



The perfect swing!

The detailed screens make golfing a snap, even for inexperienced handheld golfers. A mini overhead view of the hole enables you to aim your shot with a crosshair. Four smaller windows display the wind direction, speed, number of yards to the hole, and the lie of the ball. They also allow you to quickly re-position your feet and select your clubs. The hitting window displays a sideview look at your golfer and a nice, circular hit meter that enables you to follow your complete stroke.

Video golf amateurs and pros alike will find something to like in this game. Novices will appreciate the "ready made" club selections. Pros will appreciate the extensive recording keeping feature that records Holes in One, Longest Drive, Closest to the Pin, Four-day Course Totals, and best scores for each hole.

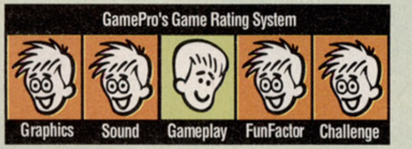


World's smallest golf course.

PROTIP: If your ball lands within five yards of the hole and you're in the rough, try the putter instead of the sand wedge for better accuracy.

PROTIP: Don't try to hit over a tree line to save distance. If you do, you almost always end up in the rough.

Whether you're a regular golf fanatic, or a novice sports person looking for a new challenge, take a swing at Ultra Golf.



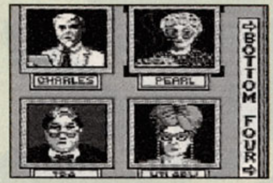
Ultra Golf by Ultra Games, Price not available, Available now , 1 meg + battery back-up

Boggle

By Kay Oss

For you word aficionados, Boggle by Parker Brothers gives you plenty of word games. This is definitely a thinking person's game, so holster those trigger fingers.

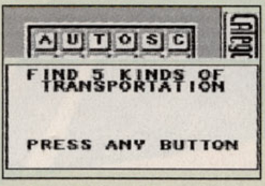
Like the board game, the object is to compose as many words as you can from a given set of letters within an allotted time period. Unlike the board game, you have five game options: regular Boggle, Big Boggle, Anagram, Categories, and Use All. For those with a limited vocabulary, try the Anagram and the Categories options first. In Anagram, you only have to create words from three or four letters, depending on the level setting you choose. In Categories, you seek out words from a jumbled mess of letters for a given category, such as "4 things found on a skateboard," where you must find four words associated with skatebords-wheels, board, etc. Big Boggle is played like regular Boggle, except you get a bigger letter grid to choose from and you have a 4-letter word minimum instead of 3-letter word minimum.



PROTIP: Charlie and Pearl are the toughest computer players to beat.

In most games, you are your own competitor, so this cart is no monster to beat. If you need extra challenge, though, try playing one or more of the eight computer players. They have a few more words under their belts.

This word-making cart will catch you with special features, such as a dictionary that calls you on questionable words. If you want a calm, thinking game for the Game Boy, this is it.

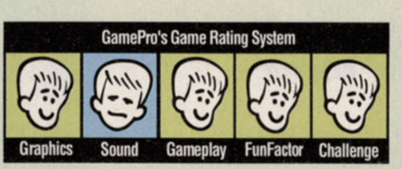


AUTOSC

FIND 5 KINDS OF TRANSPORTATION

PRESS ANY BUTTON

The Categories option gives you a hide-'n'-seek word game.



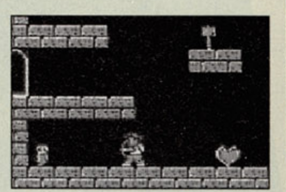
Boggle by Parker Brothers, $29.99 Available now, 1 meg

Kid Icarus: Of Myths and Monsters

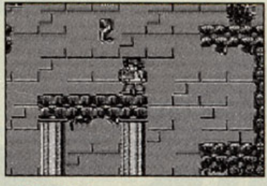
By The Great McGillicuty

"Oh, no! I've been turned into an eggplant!" If you've ever uttered that phrase, then you probably can relate to our bow-totin' hero, Pit, in Nintendo's Kid Icarus for the Game Boy. He must protect Angel Land from the vile Orcus and his army of Serpents, Shadows, Golems, Grim Reapers, and Eggplant Wizards.

Like the top- notch '87 NES version, GB Icarus is a solid, multi-directional scrolling, side-view, action/ adventure cart. As Pit, you face four feisty stages. You must claw your way out of prison in the Underworld, dash madly through the Overworld, and hop from cloud to cloud in the Skyworld. Along the way, you'll secure the Three Treasures of Angel Land, which you'll need during the final confrontation with Orcus in the Palace area. You can score helpful items, such as Hammers, Recovery Potions, Feathers, and a Credit Card, to give you a fighting chance. A battery backup saves your progress.



Avoid the God of Poverty like the plague.

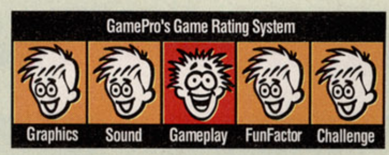


PROTIP: Leave one snake on the screen and no other snakes will appear.

PROTIP: To defeat the Level 1 boss, the Minotaur, stand directly underneath its platform. Wait for it to jump to the ground, then blast away and avoid its fireball attacks.

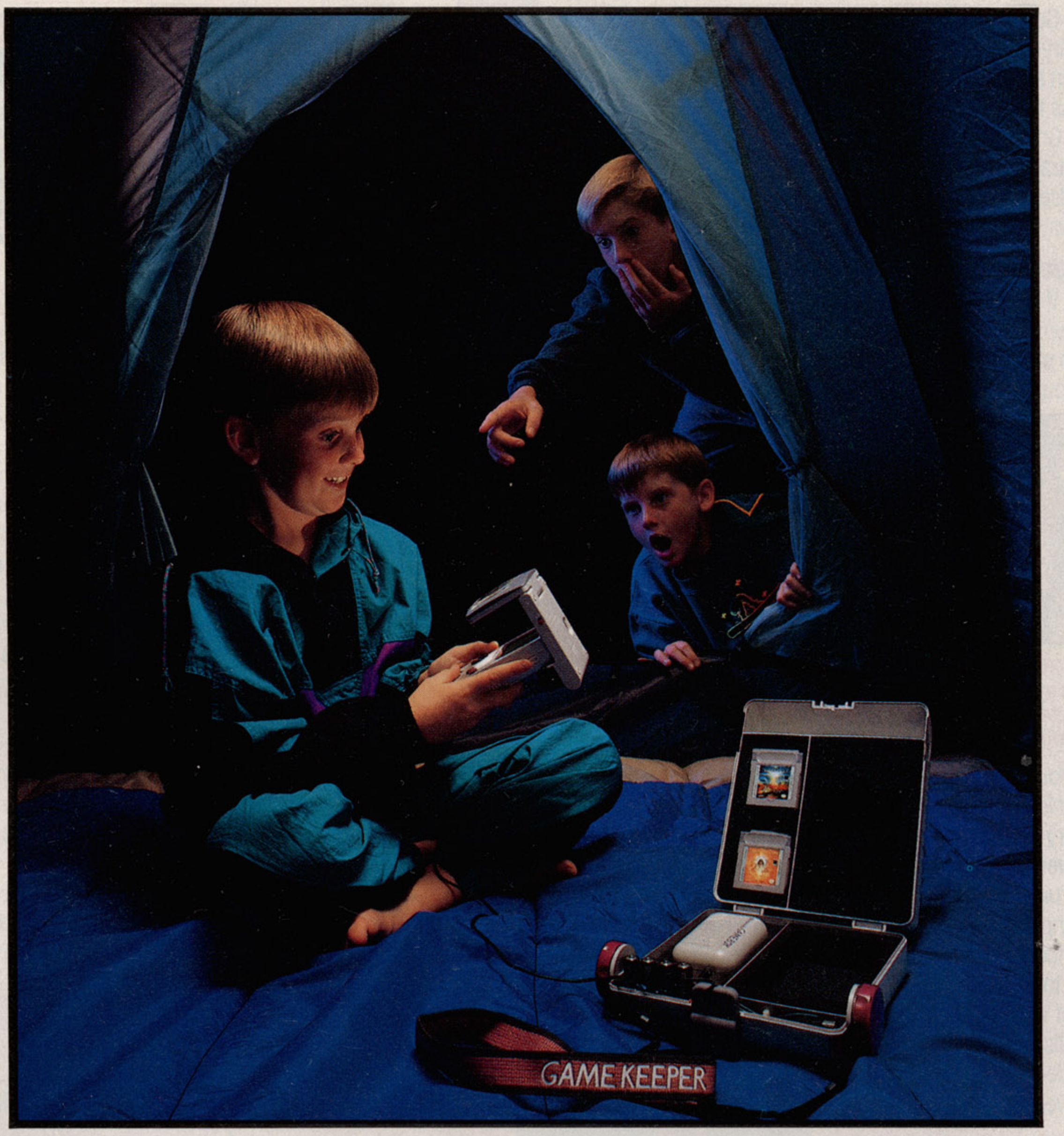
Kid Icarus challenges your skill with plenty of tricky, platform leaping and trap dodging. Don't worry, Pit's moves are in top form. Your small screen gaming interaction is precise and accurate, with no squinting required.

Sometimes NES classics are worth another look on the Game Boy. The Kid's graphics are fine in black-and-white with large sprites and nice backgrounds. The music sets the mood, too. Most kids can't fly, but on the Game Boy Icarus sure does!

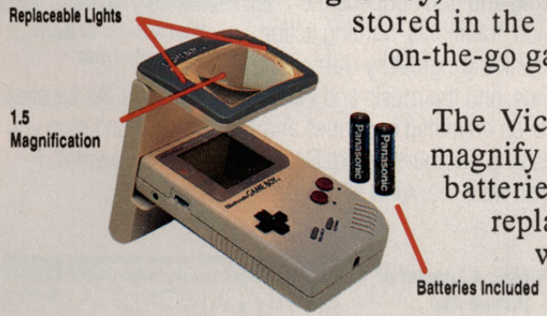


Kid Icarus by Nintendo of America $24.95, Available now

Light Boy is Bound to Attract Attention


GAME KEEPER

The campfire has died and the marshmellows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.


Replaceable Lights
1.5 Magnification
Batteries Included
Panasonic
Panasonic

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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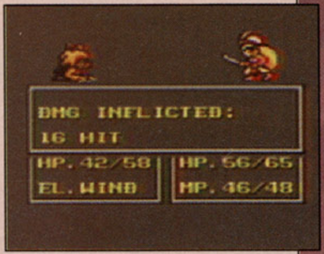
Crystal Warrior

By Sister Sinister

The country of Ariel is no longer peaceful, but that's okay. You'll have a great time trying to restore Ariel to its tranquil state in Sega's Crystal Warrior for the Game Gear. The evil Emperor Grym has stolen three of the four Crystals necessary to maintain harmony in the land. Princess Iris has the fourth Crystal, but Grym and his men are hot on her trail. You must fend them off or else the game's over, in more ways than one.

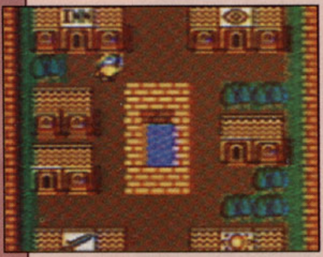


DMG INFLICTED:
16 HIT
HP. 42/58 | HP. 56/65
EL. WIND | MP. 46/48

PROTIP: The women are the toughest warriors in this cart, Princess Iris being the best!

Charge!

Crystal Warrior is a nifty little strategy/role-playing game. You must learn to plan ahead in order to traverse all 30 rounds.



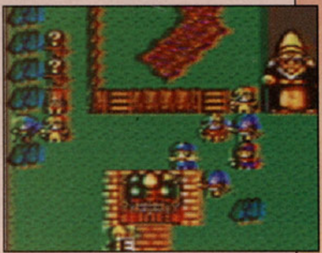
PROTIP: When you're shopping in town, always buy extra Healers when offered at the Inn.

As the Princess, you really know how to "party." You start out with a six-warrior team, but you can recruit more adventurers along the way and lead a maximum of nine into battle at one time. Defeating a monster tames it. It will then fight at your command later.

You lead your party in some rousing RPG-style combat. The CPU referees all fights via a point system. Even though you're just a spectator, the action's fast and is accompanied by nice animation.

Every time you defeat an opponent, your fighter earns Cash and several Points (Hit Points, Magic Points, Attack Points, Defense Points, Luck Factor Points, and Speed Points).

Complete a Round and you (as Princess Iris) can go shopping in town. You can buy 11 types of Weapons and Armor and 15 Spells. Stop in to see the fortune teller, too. Her info is sometimes well worth the $10 fee.

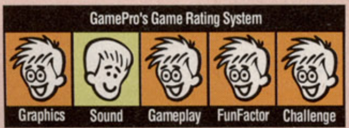


PROTIP: In town, before Round 4, be sure to purchase the Boost from the Magic Shop. It makes you invincible against the evil Healer.

PROTIP: Keep your Healers far away from the action. You'll wear down your opponents while continuously replenishing your Hit Points.

Peace across the Land

Crystal Warrior will make your eyes go buggy because you won't want to tear them from this game. The graphics are good Game Gear fare, and the music won't cause headaches. You Game Gear peacekeepers will have great fun fighting your cause in Crystal Warrior.

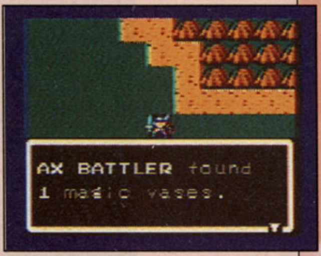


Crystal Warrior by Sega
$39.95
Available now, 2 megs
+ battery backup

Ax Battler: A Legend of Golden Axe

By Monty Haul

Once again, Golden Axe history repeats itself. This time it's on the Game Gear. Death Adder just filched the most powerful blade in the kingdom of Firewood, the Golden Axe. Former Axe hero, Ax Battler, must out-duel Death Adder before Firewood's burned to the ground.



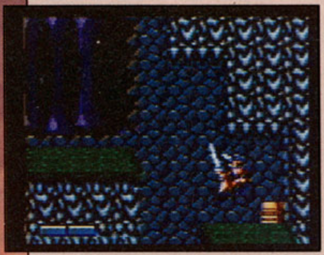
AX BATTLER found
1 magic vases.

PROTIP: Collect up to 33 Vases before braving a dungeon.

Axed Again!

Hack-'n'-bash fighting and role-playing game elements mix together in Ax Battler.

As in most RPGs, you explore the countryside in a top-down perspective and talk to villagers to gather clues to Adder's secret whereabouts. Then you set off to your next destination (a cave, a maze, or a fortress) to find an item that will help you complete your mission.

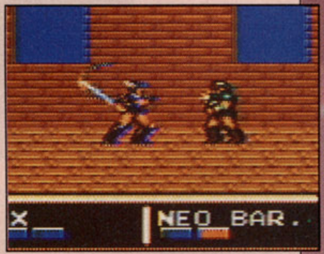


PROTIP: At the start of the game, journey east to the cave. Make this long jump and you'll earn the Bomb, which will blow open the path to the city of Firewood.

Occasionally, a monster jumps you in the wilderness. You must slash or be slashed in a sideview action/arcade fight scene. You jump, duck, swing, and dodge to win the battle. Your reward is a pile of Magic Vases, which you use to cast three types of screen-killing spells.

Like the one-on-one combats, the dungeons are sideview, sword fighting sequences. You must time your jumps and moves with precision to survive.

In the villages, you can engage in deadly training combats to learn new fighting abilities, such as the Jump Swing, the Upper Swing, and the Run and Tackle. You can also recuperate your health at an Inn.

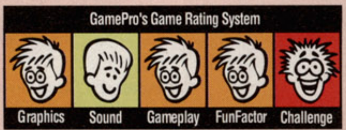


Bust a move to learn a new one.

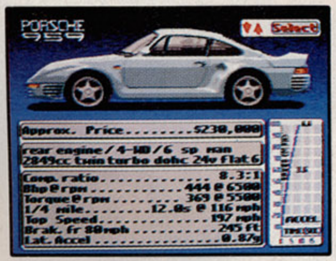
Golden Gear

Golden Axe enthusiasts who like fantasy role gaming in small doses will be pleased with Ax Battler. The RPG segments keep the story moving and don't impede the top-notch, traditional, fighting action. The graphics are great by Game Gear standards, and the music and sounds are passable. As for challenge, even unlimited continues and passwords won't stop you from playing 50 hours before Death Adder's final downfall. Final? Well, we'll see. All in all, Ax Battler really cuts it!

Ax Battler: A Legend of Golden Axe
By Sega of America, $29.95
Available now, 2 megs



WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



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Comp. ratio.............. 8.3:1
Bhp@rpm...............444@6500
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Brak. fr 80mph..............245 ft
Lat. Accel.......................0.87g

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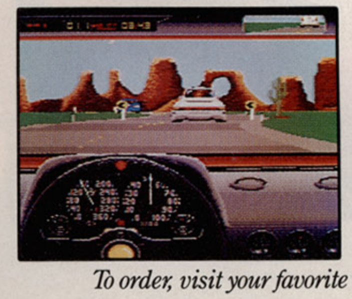

The Duel
TEST DRIVE II

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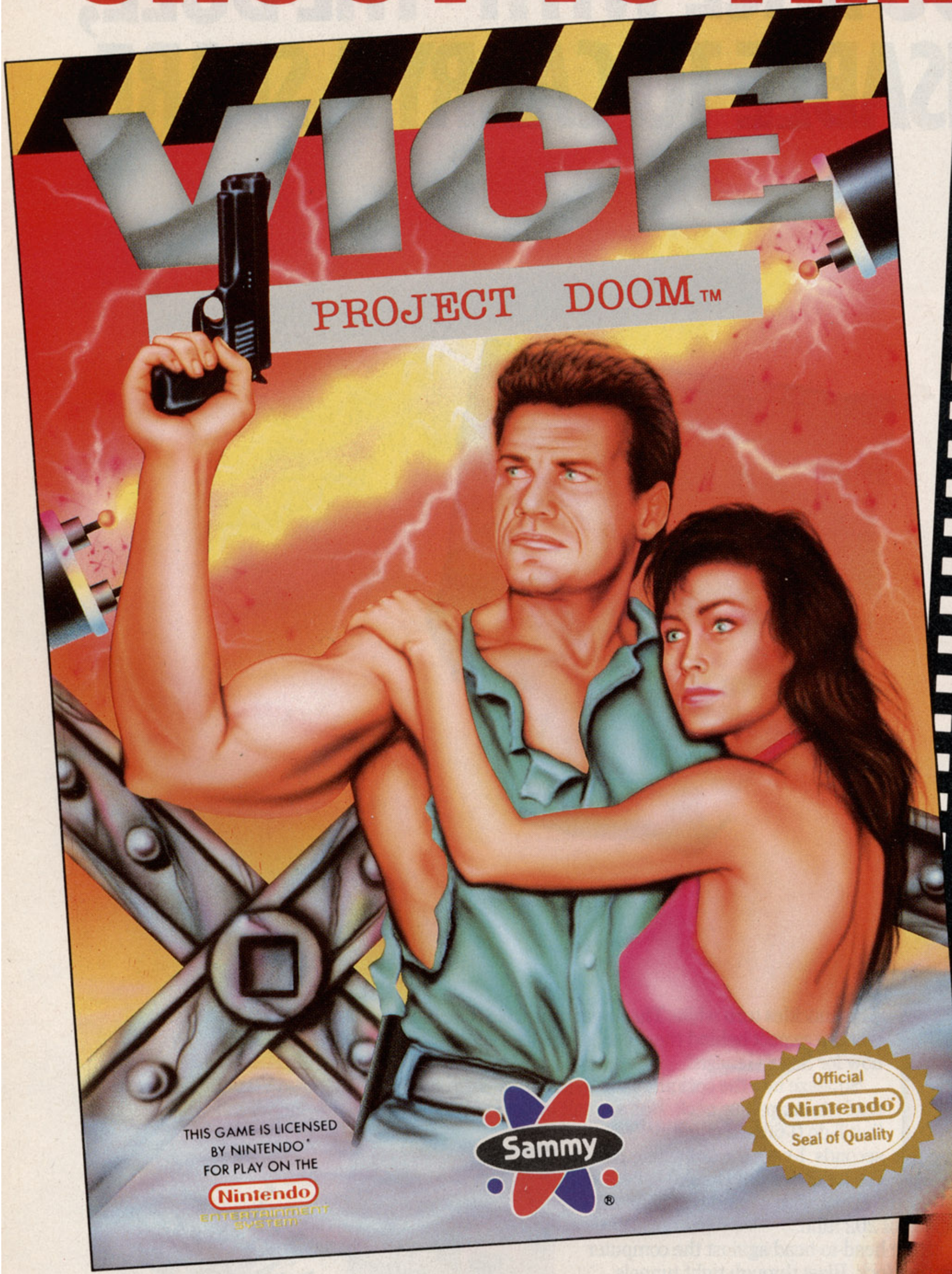
SHOOT TO THRILL!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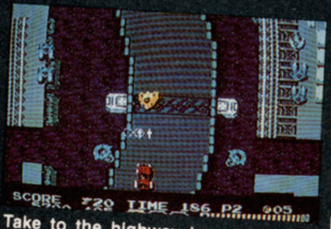
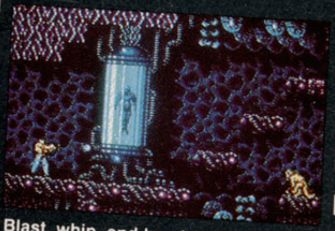
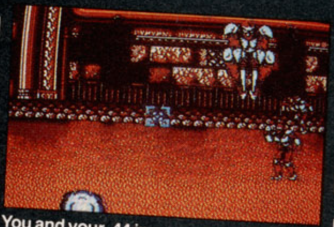

SCORE 720 TIME 186 P2 005

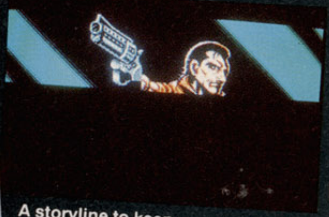
Take to the highway in your Super-Charged Street Machine!



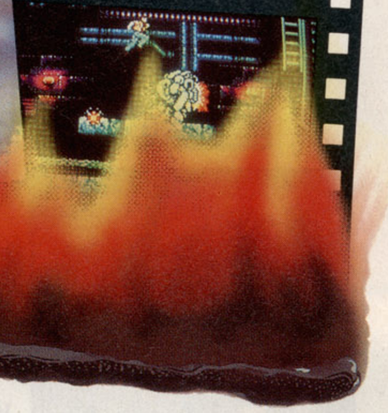
Blast, whip, and bomb your way in to action!



You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.



A storyline to keep you plastered to the action.



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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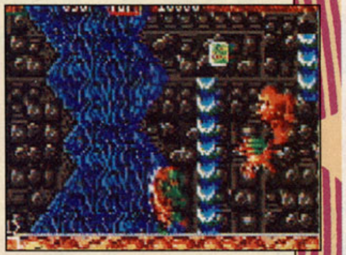
Toki

By Gideon

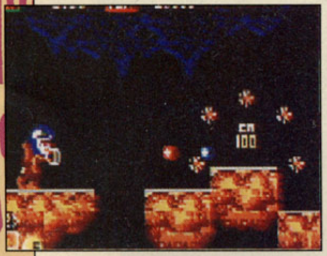
The evil wizard Vookimedlo has kidnapped Miho and transformed Toki into a giant ape. Not only must Toki save his beloved, but he's gotta trounce the wizard or he'll be walking on his knuckles for the rest of his life! Fortunately, in his ape form, Toki is extremely agile, and his powerful ape breath can blast enemies! Hey, give the poor guy a break. Proper oral hygiene is the last thing on his mind!



PROTIP: Carefully jump on top of the spider and he'll lift you to the Power-Up.

Let's Talk Toki

As Toki, you only have a limited amount of time to cross five dangerous lands packed with bizarre, nasty creatures that you must either avoid, blast with your ape breath, or squash. Adventurous apes will have to climb through perilous underground caverns, cross treacherous forests, and even dive into moats filled with deadly sea life. Fortunately, you have four lives and two chances to continue play from the same point that you've been trounced. There's also a wide assortment of power-ups and bonus items that help you in your quest: rabbit shoes to jump extra high, oranges to enhance your ape breath, helmets for temporary invulnerability, clocks for more time and invaluable 1-Ups.

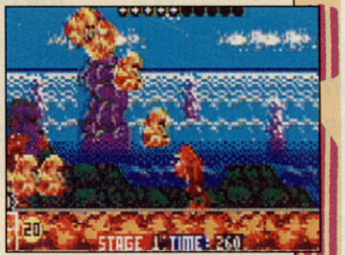


PROTIP: When hit, some enemies and obstacles explode into shooting fragments. Avoid them at all costs!

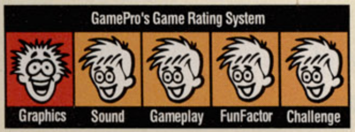
PROTIP: Blast all flying enemies first before taking on ground enemies. If the skies are clear, you can always jump over them.

Start Monkeying Around!

Just like its arcade big brother, Toki is a beautiful-looking game. It utilizes the Lynx's full color pallete and paints smooth animation and sharp, detailed graphics. The music is lighthearted and unobtrusive, and the sound effects are clear, especially Toki's digitized "Yearrgh" each time he gets hit. The jump and shoot controls are easy to learn, so chuck the manual and dive right into the game. The action is fast-paced and requires many different strategies and moves. Toki's a swinging good time!



PROTIP: Watch your back. Some bosses attack you from behind!



Toki by Atari
$39.99
Available February '92,
2 megs

What has four legs and flies?

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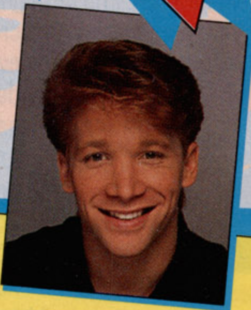

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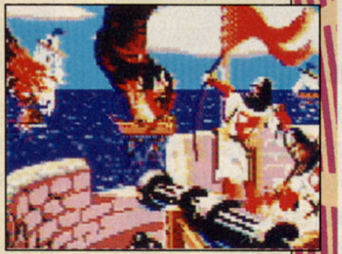
Rampart

By Rampant Saxon

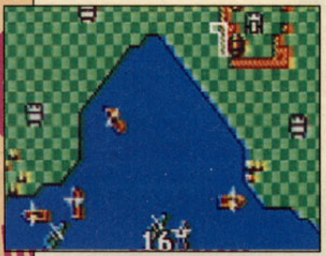
Rampart is battling its way through all the game systems. Now it's hit the Lynx. The graphics in this game make you forget that you're on a portable, and the sound is incredibly realistic.



What graphics!

Ram'em

Like the other Rampart games, time is of the essence. You have 15 seconds to place your two cannons, 10 seconds to obliterate your opponents with bombs, and 26 seconds to rebuild your original castle and fortify additional castles with Tetris-like shapes. These shapes may not fit exactly, but make sure your there are no holes in your castle's fortress.

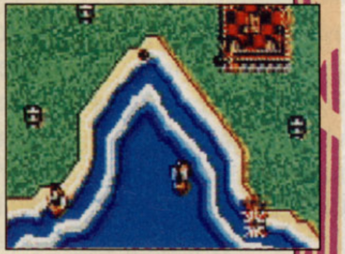


Rebuilding your castle walls with these Tetris-like shapes is the most important part of this game. No castle, you lose.

PROTIP: Choose a castle with alot of land around it, or you'll find yourself unable to rebuild the damaged areas.

In the first fight, you only need to win two battles to conquer the land. In the next, you have to win three and it keeps getting harder. You get two tries to win each level's minimum requirement of battles. After you have successfully fortified your castle in 26 seconds, you get to add additional cannons to your old set. This makes cannon placement important in order to max out your cannon supply.

PROTIP: If you place your crosshair slightly ahead of a moving ship, by the time your bombs get to it you'll be right on target.



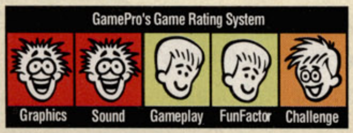
Blast them before they blast you.

After conquering six coastlines, you'll move on to your final challange of protecting an entire island. If you get tired of playing the computer (no easy task), you can link up another Lynx and play your friend.

Imperialism

Rampart hasn't changed much since it's coin-op predecessors. In fact, it's gotten better and you can take it with you. It's pretty linear fighting, but on the Lynx your aim is not as easy to control. However, the hot graphics and believable human voices and sounds are enough to check this game out. If you like the original, you'll love the portable version.

Rampart by Atari
$39.99
Available May '92, 2 megs



Nintendo
GAME BOY
CAPCOM USA
MEGA MAN II
OFFICIAL
Nintendo

Rush.
For your Game Boy, of course.

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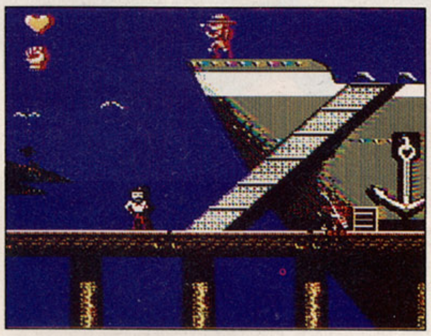
SHORT PRO SHOTS

Nintendo

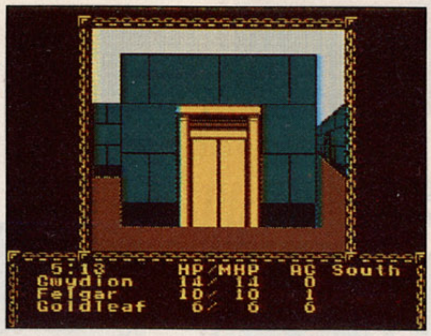
Stanley: The Search For Dr. Livingston (Electro Brain)



The infamous Dr. Livingston's missing somewhere deep inside the Masza Jungle. You must find him. This one-player, action/adventure sends you on an exploration filled with danger and intrigue. Just when you're about to begin your search, you discover that some of your most vital supplies (a machete and a grapnel) are gone. You must recover them immediately! Otherwise, you will never be able to protect yourself from the exotic, dangerous, jungle beasts. Do you presume you can find Dr. Livingston? There's only one way to find out.

Available now

Pool of Radiance (FCI)

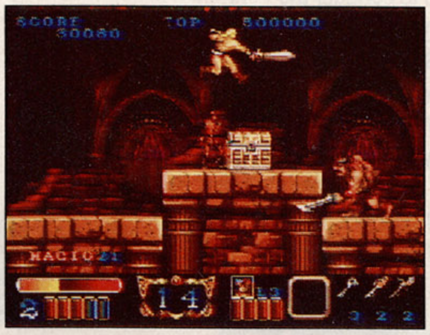


Pool of Radiance, FCI's second contribution to the NES Advanced Dungeons and Dragons series, is here. This RPG adventure takes place in and around the city of Phlan, which is set in the world of Krynn. The people of Phlan have been driven out by an evil force. Your task is to gather a group of followers and save the city from ruin. You must also seek out the Pool of Radiance, whose legendary waters hold magical powers that will help you in your fight. As you search, you and your followers discover a variety of special weapons and spells. Collect as many as you can to use in battle against a cast of horrid creatures, including trolls, centaurs, and giant frogs.

Available now

Super NES

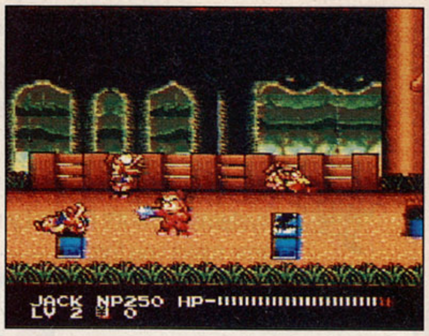
Magic Sword (Capcom)



Capcom's arcade hit, Magic Sword, is about to launch into the SNES format. Now you can experience superb medieval action in your own home. The land has been covered with darkness by the curse of the Black Orb. Choosing between two warriors, you set out to destroy the Orb by searching every nook and cranny of the illusive Dark Tower. Beware of what lurks in the darkness. Three-headed Hydras, fire-breathing dragons, and much more, all make their homes in the Dark Tower's realm and they despise intruders.

Available June

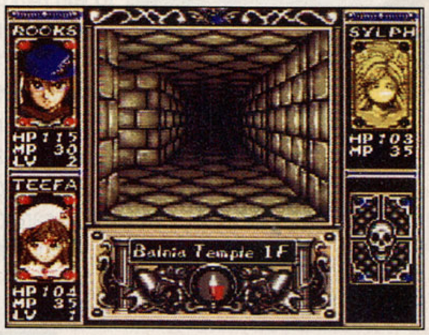
Super Ninja Boy (Culture Brain)



Super Ninja Boy may look like an ordinary two-player RPG, but it's actually two games in one. The adventure part of the game is played from an overhead perspective. You set out in search of treasures and clues that lead you to the mysterious evil forces which are plaguing your people. When it comes time to do battle, the action changes perspective to side-scrolling hack 'n' slash. Role-playing and high action/adventure are all rolled into one. You couldn't ask for much more.

Available now

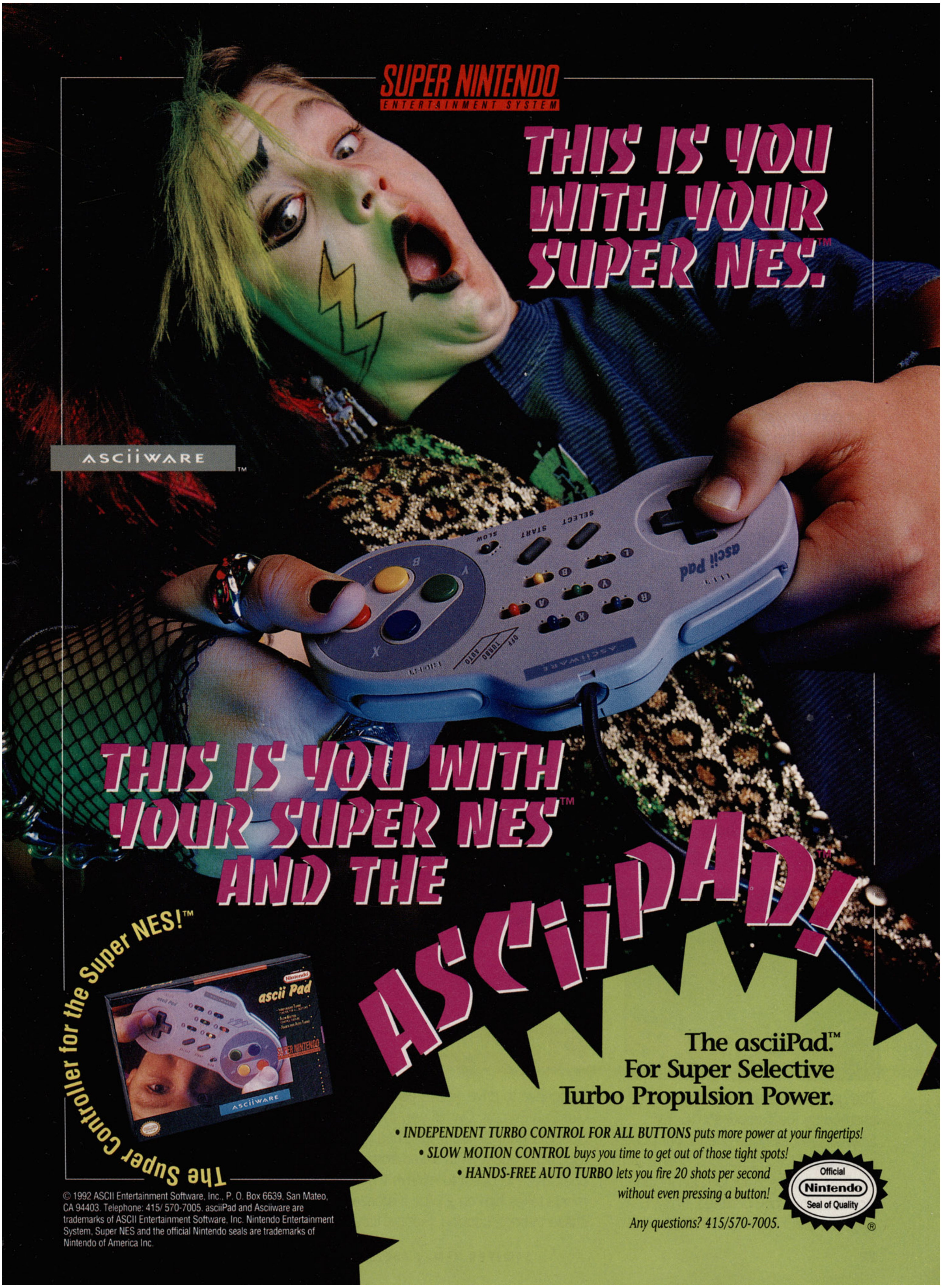
Arcana (Hal America)



Would be card magicians, Aracana's the game for you. This intensive role-play revolves around the ancient art of the Cards. For centuries, the Card Masters have used their magic to protect the people of Galnia from Empress Rimsala's evil forces. However, as time wore on and Rimsala was eventually overthrown, the art of the Cards slowly died off. Alas, Rimsala's up to her evil tricks again. She's caused an uprising in the land. You play Rook, one of the last remaining Card disciples. Your knowledge of the Cards has faded. Without this card magic, victory is impossible. You must rekindle your faded knowledge, rally a band of followers, and set out to destroy Rimsala once and for all.

Available now

Continued on page 82.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THIS IS YOU WITH YOUR SUPER NES.™
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ascii Pad
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The asciiPad.™
For Super Selective
Turbo Propulsion Power.

- *INDEPENDENT TURBO CONTROL FOR ALL BUTTONS puts more power at your fingertips!*
- *SLOW MOTION CONTROL buys you time to get out of those tight spots!*
- *HANDS-FREE AUTO TURBO lets you fire 20 shots per second without even pressing a button!*

Any questions? 415/570-7005.

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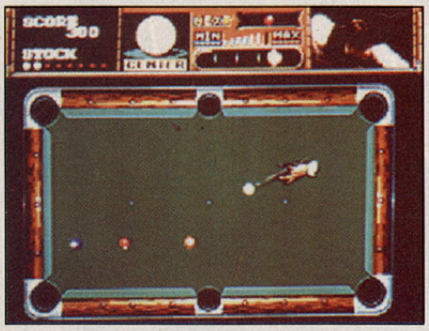
Genesis

Side Pocket (Data East)

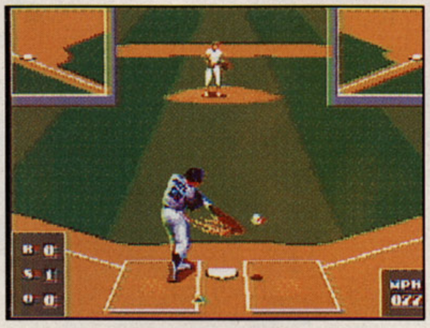


Side Pocket, Data East's highly popular 8-bit pool simulation game, will soon be available for the Genesis. There are two games to choose from, 9-Ball or Pocket Play. You can execute 20 different slick pool moves, including the triple bank bridge shot, which will leave the competition felt-green with envy. Side Pocket involves more than just shootin' pool. You embark on a five city, pool-shooting tour. Prove your worth as the Great White of pool sharks, and you're off to the Atlantic City championship. Lose a few and you can, er, chalk it up to experience!

Available June

TurboGrafx-16

T.V. Sports Baseball (Turbo Technologies)

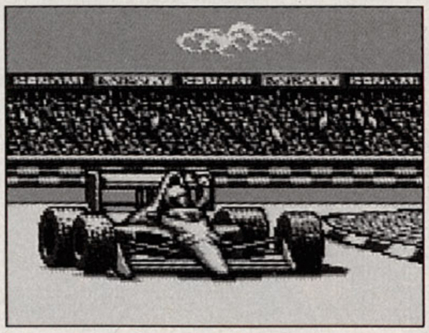


The game of baseball's been turbo-charged by the TurboGrafx-16. T.V. Sports Baseball gives one to four players a chance at the big leagues. Teams from the East and the West Division include: Boston, New York, Chicago, Philly, Los Angeles, San Francisco, St. Louis, and Kansas City. Choose a team and a starting pitcher, and you're ready to play ball. For maximum game-action viewing, outfielding is done from a 3/4 overhead perspective. The batting takes place from a behind-the-batter perspective. Add up all these great features and you come up with a great-looking game.

Available September

Game Boy

World Circuit Series (Konami)



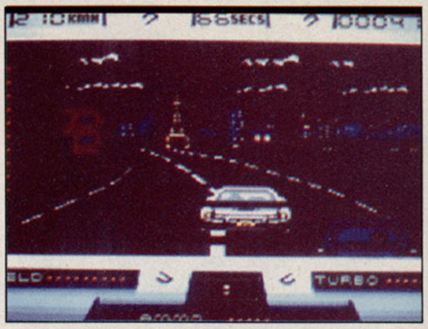
If you're up for a little Game Boy-style, high-speed racing action, then you're ready for World Circuit Series. There are three super-charged Grand Prix racers to choose from. You can customize your racers with different engines, tires, trannies, and more. This international competition takes you on a tour of 16 countries, where you compete against all the top racers. You can even create your own competition. Gather a few friends with Game Boys and Video Links, hook 'em together, and you're set to play with up to four people.

Available now

Game Gear

Out Run Europa (U.S. Gold)

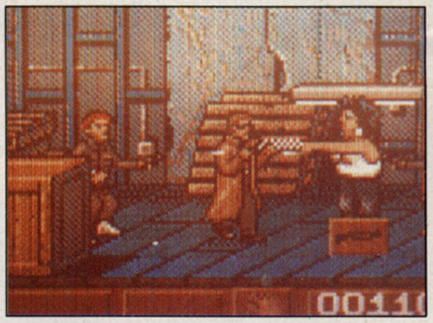
If you love to drive, you're gonna' love Out Run Europa. On his way to Berlin, Special Agent Simeon Kurtz had some top secret documents stolen from his briefcase. His quest to retrieve the documents takes him on a wild, motorized chase through London, France, Italy, Germany, and Austria. His mode of transport? A motorbike, jet ski, Porsche, speedboat, and a Ferrari. This is one European tour you'll never forget.



Available now

Lynx

Dirty Larry (Atari)

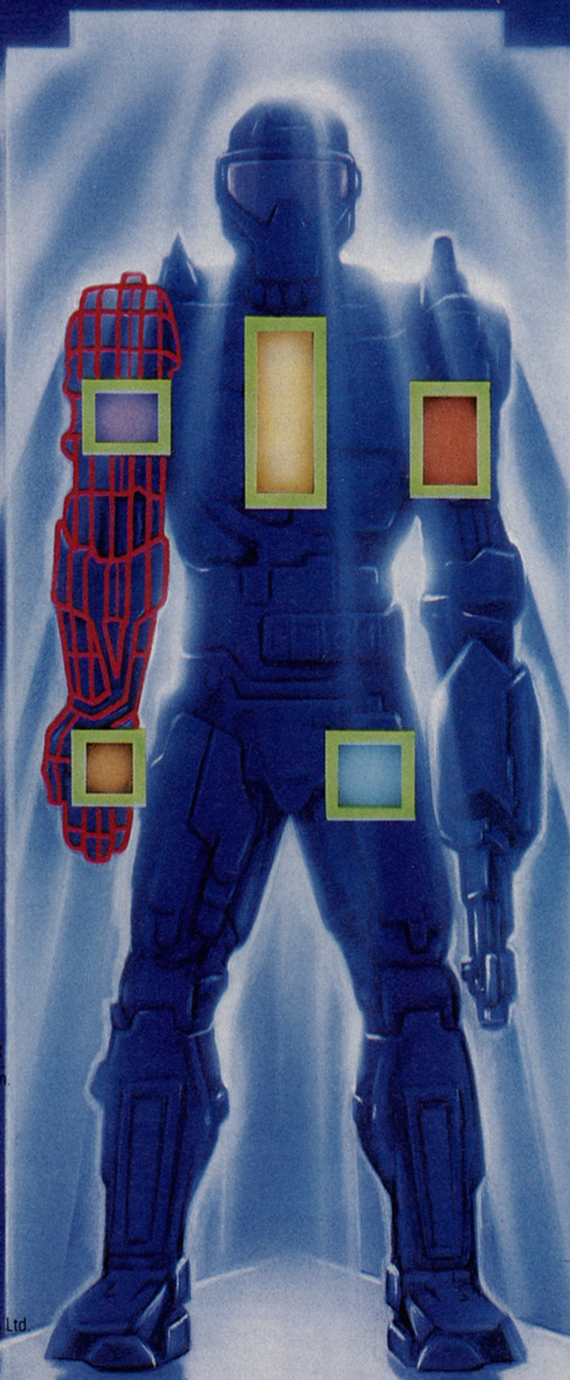


He's bad! He's mad! He's Dirty Larry: Renegade Cop! Larry has a major crime lord problem on his hands. You get to help him solve it. During this major bad guy bust-a-thon, you travel through a city's sordid, criminal-infested areas, which include a Warehouse, the Main Drag, the Subways, and finally, Mr. Big's lair. A smorgasbord of Power-ups are ripe for the pickin'. Grab a few and they'll increase your strength, boost your gun's ammo, and supply you with bombs. Help Dirty make the streets clean.

Available June

CYBER-COP™

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



The Universal Cybernetics Corporation's got a huge PR problem.

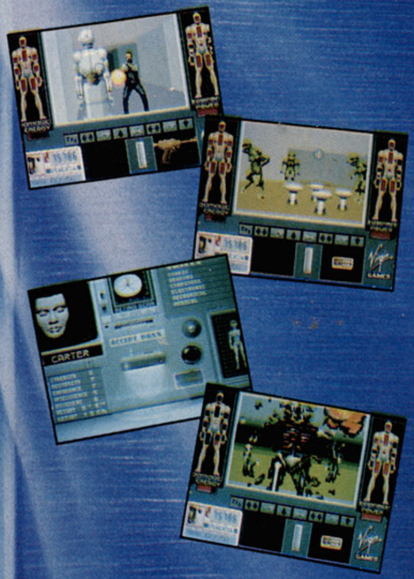
Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.

Just remember CYBERCOP - you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power – everything from hologram projectors to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you – even your own mom will deny that she ever knew you!



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S.W.A.T.PRO

TIPS·TACTICS HOT PASSWORDS
SECRET WEAPONS AND TACTICS

M-1 Abrams Battle Tank (Genesis)

Invincibility

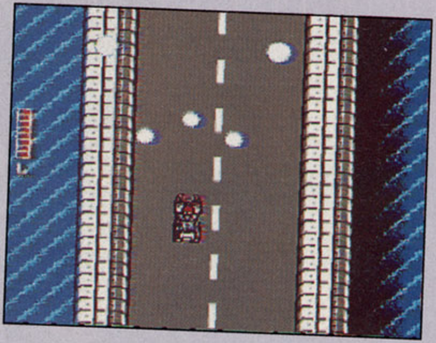
BEARING 112
We've been hit!
Bearing 000
READY
HEADING 112

This tip enables you to become invulnerable to enemy fire in M-1 Abrams Battle Tank. **As you're watching the demo, hit B, B, C, B, C, C, C, B, C, B, B, and C.** Now you can absorb all the shots your foes can dish out!

Linus Hendry, Racine, WI

Super Spy Hunter (Nintendo)

Power-Up Code!



To soup up your Super Spy Hunting vehicle, **pause the game, then press Up, Up, B, Right, Right, B, Down, B, Left, Left, A, and then unpause.** Your car now has Super Power!

Josh Farmer, Akron, OH

Raiden Trad (Genesis)

Restore Your Power-Ups

HI-SCORE
19100
SCORE
19100

If you die while your ship is powered up, a Fairy will appear. Shoot the Fairy and you will regain lost power-up items! Also, If the Fairy releases a "P," grab it just after you get the missile power-up. This will maximize your missile fire power.

Len Bianco, Beloit, WI

ActRaiser (Super NES)

Professional Mode!

Beat ActRaiser once and the action becomes even tougher. At the title screen, press Select twice and you'll play a special edition of ActRaiser that offers pure action and no role-playing segments.

Dr. Dave

Tom & Jerry (Nintendo)

Unlimited Lives

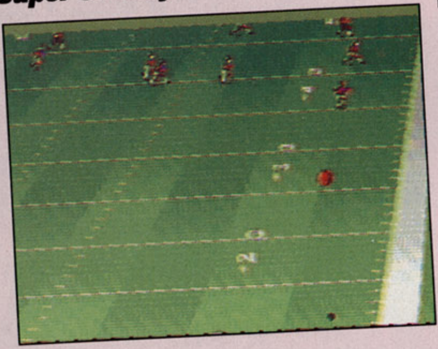
Tom & Jerry
(and Tuffy)

Now you can begin Tom & Jerry with all the mice you'll ever need. **At the title screen,** which depicts Tom and Jerry together, **punch in Right, Right, Up, Left, Up Right, Down, B, A, Select, Start, Start.** Now you'll have all the Jerrys you'll ever need!

Bob Bigsby, Nashville, TN

John Madden Football '92 (Genesis)

Super Sunday Passwords!



Kickoff John Madden '92 with this set of championship passwords!

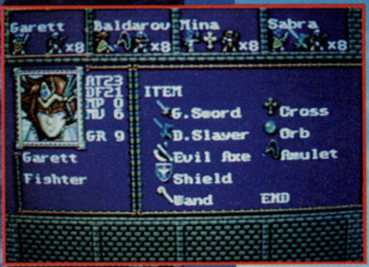
Atlanta:	D72C835L
Buffalo:	DWJ4NLPV
Chicago:	DNGTY8PO
Cincinnati:	C536LLJY
Cleveland:	BH5OJ4GN
Dallas:	BDNZZTR1
Denver:	DNZ7N5OD
Detroit:	BHL5OXB6
Green Bay:	C2VORH5F
Houston:	CLDCKBFT
Indianapolis:	DKXLZ1LW
Kansas City:	DGXNTKWT
Los Angeles:	BHJFGFVR
Miami:	C2Z4ZSZS
Minnesota:	CC5ON7W4
New England:	DG1OWJCT
New Jersey:	CS41LX68
New Orleans:	DV8XCHZG
New York:	BTCHRSRX
Oakland:	BH4MBJO3
Philadelphia:	BTGBF4Y9
Phoenix:	DR85KS35
Pittsburgh:	DWN8MO6J
San Diego:	C8X8RT1V
Seattle:	D5KT9LWW
San Francisco:	CC7CDVLS
Tampa Bay:	DNBS1KMB
Washington:	FB16WJWP

Archie Afable, Nutley, NJ

Continued on page 86.

WARSONG™

TRECO™


Garett
Baldarou
Mina
Sabra
AT23
DF21
MP 0
MV 6
GR 9
Garett
Fighter
ITEM
G.Sword
D.Slayer
Evil Axe
Shield
Wand
Cross
Orb
Amulet
END

Discover weapons of extraordinary power, and allocate them to your allies. Given the right item, a commander can become nearly invincible.

Send an allied army into the heat of battle. You are in command of everyone from magic knights and warlocks to royal foot soldiers.

Garett
Fighter
GR 9
Range
Revision
Who?

Positioning your commanders and their armies is critical for victory of a campaign.

The Dalsis Empire has laid siege upon the Castle of Baltia to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Garette must rally his allies from across the kingdom, and lead their armies in a battle to recapture the sacred sword, and restore justice...

- Strategy Role Playing puts you in full command!
- Watch as armies clash, magic ignites, and monsters devastate!
- Thrill as the tale of Baltia unfolds in the heat of battle!
- Battery Backup saves 4 campaigns!

SEGA GENESIS 16-BIT CARTRIDGE

WARSONG — The Greatest Tale Of Swords And Magic You'll Ever Play!

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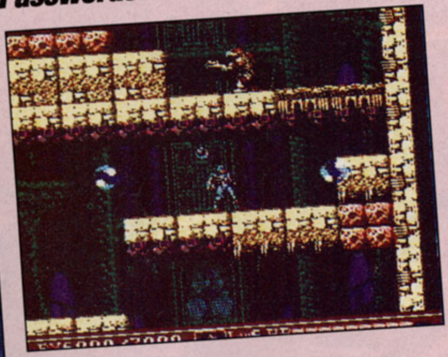
SECRET WEAPONS AND TACTICS

Kick Master (Nintendo)

Passwords!



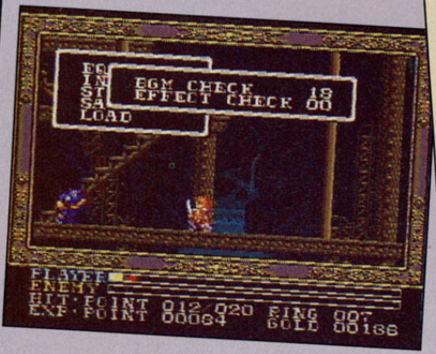
Level Two:	F♦?LGZ QFKT4G
Level Three:	SJ?S8P♦♣♠K3L
Level Four:	BW6Q5K♠J2N9♦
Level Five:	VW6S9K FK3T♠♦
Level Six:	3QD♣8Q 6W6JD?
Level Seven:	Q8GW♠9 WM8G♦F
Level Eight:	♠8GWG9 9N9♣♦F
Second Quest:	2♥LDZ1 DKQZGD

Boss Music

Get kickin' with these hot passwords for Kick Master:

Wanderers from Ys (Super NES)

Sound Test

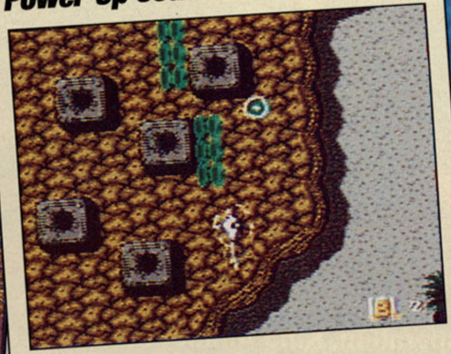


Here's how to sample your favorite tunes in Wanderers from Ys. During the game, **press Select on Controller One** to bring up the Character Display screen. Then **press Select on Controller Two**. Now choose your music!

Big Bad "Scott" Wolf, Disneyland, CA

Twin Cobra (Genesis)

Power-Up Code

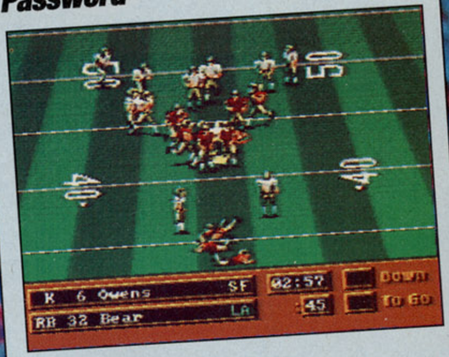


To stock up on Twin Cobra weapons, **pause the game, then punch Up, Down, Left, and Right. Finally, hold down A and push Start** to resume play with an arsenal of great guns.

Jack Markovich, Rolling Meadows, IL

Mike Ditka's Power Football (Genesis)

Password



Use this code to play the finals as the Buffalo Bills: FyC42u

Mark Williams, Russellville, AL

Super R-Type (Super NES)

Weapon Power-Up!

Here's a way to customize the R-9 ship with your choice of space-zapping weapons. **At the title screen, punch in Down, R, Right, Down, Right, Right, Down, Right, Down, Down, and Start.** Once play has begun, **pause the game and enter R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, and Right.** Now **press a button to add any Laser** and **press another button to add any Missile** (see the charts below). Finally, unpause and enjoy!

Lasers

Anti-Air Laser = A
Anti-Ground Laser = B
Reflective Laser = X
Split Laser = Y
Shooting Gun Laser = R

Missiles

Chasing Missile = A
Anti-Ground Missile = X

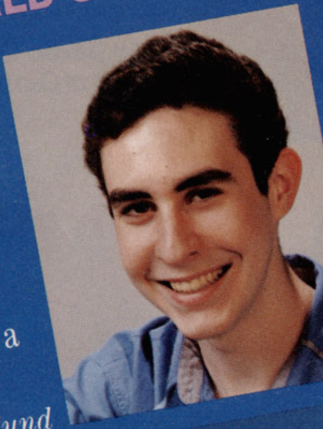
Jim Sewert, Charleston, WV

Continued on page 90.

NEW

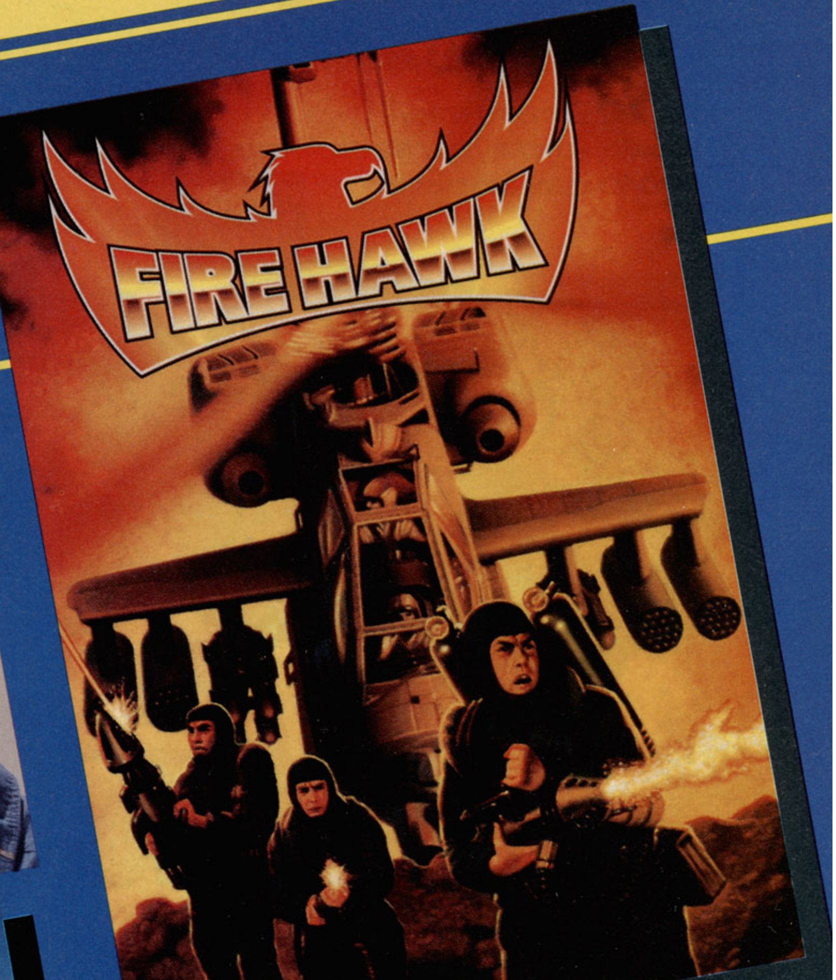
Introducing MIG-29 and Fire Hawk from Camerica Games

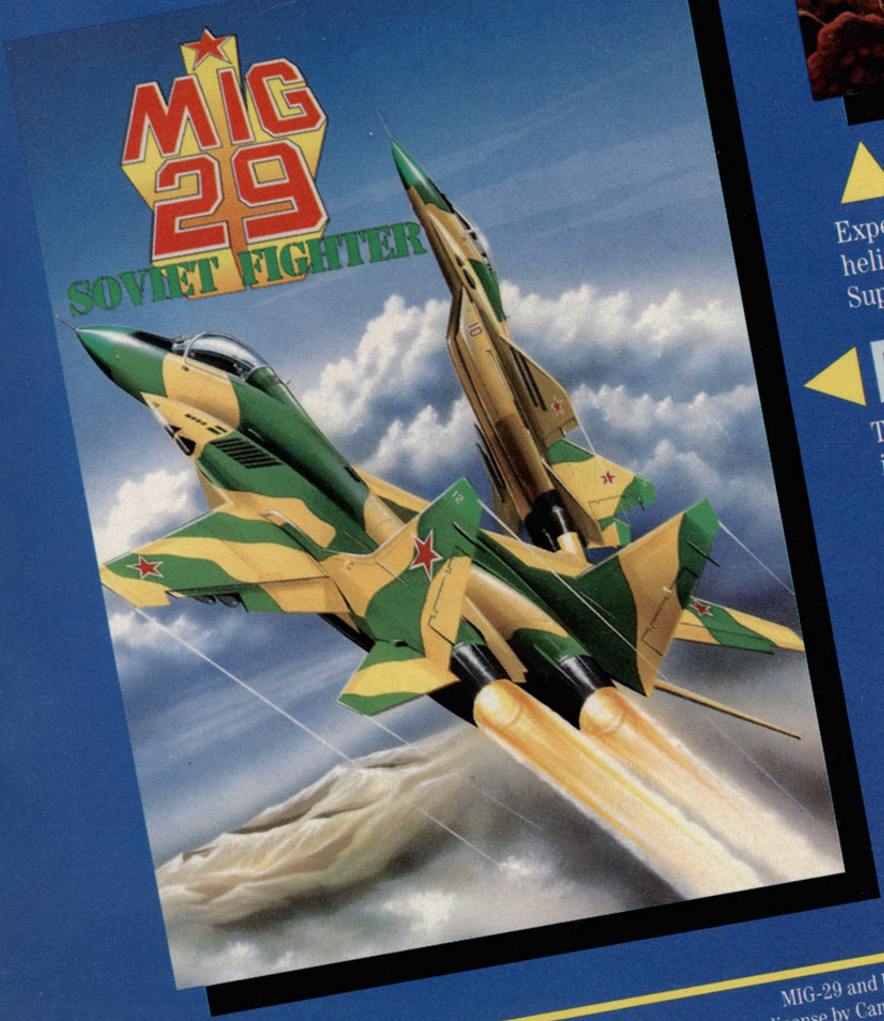
NINTENDO WORLD CHAMPION



"Here are two great additions for your game collection. MIG-29 is the fastest jet fighter game on any system and Fire Hawk has equal portions of strategy and adventure for a unique game experience."

–Thor Aackerlund





▲ Fire Hawk *Coming soon.*

Experience the control and power of an advanced helicopter gunship on a series of deadly missions. Supersonic sound effects and dazzling 3D graphics!

◀ MIG-29

The ultimate air combat game! Action, excitement, intrigue and super fast 3D graphics.

CAMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

PUBLISHERS OF:

Micro Machines
Best Action Video Game 1991
Video Games & Computer Entertainment
Dizzy
Best NES Graphic Adventure Game 1991
Game Players

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#4 (Nov '89) Complete Super Mario Land maps
#7 (Feb '90) Insane Sports Issue

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#14 (Sep '90) Fall Football Action, Game Genie Preview
#15 (Oct '90) Halloween Games, Castlevania III
#16 (Nov '90) Gremlins 2, Mega Man 3
#18 (Jan '91) Annual Superstar Sports Issue
#19 (Feb '91) CD-ROM Games, Game Boy's Mega Man
#20 (Mar '91) Comic Strip Games, Mickey Mouse
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#28 (Nov '91) The Addams Family, Castlevania IV
#29 (Dec '91) Football Review, Bart's Back
#30 (Jan '92) 56 New Carts Reviewed!
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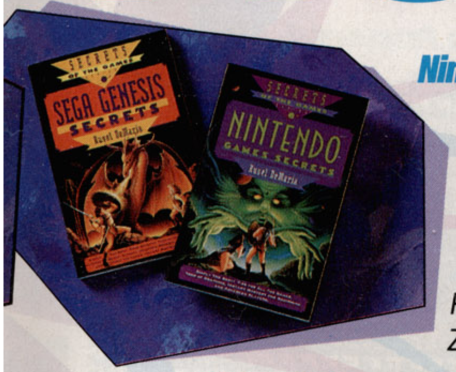

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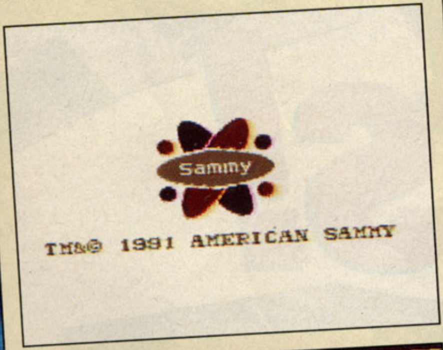
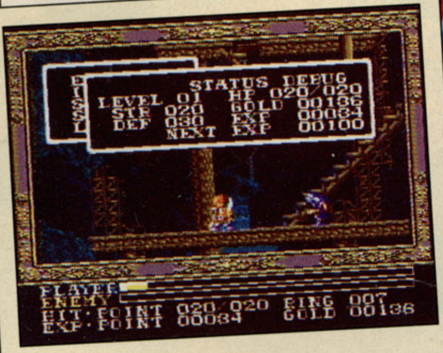
TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Wanderers from Ys (Super NES)

Invincibility!


Sammy
TM&© 1991 AMERICAN SAMMY

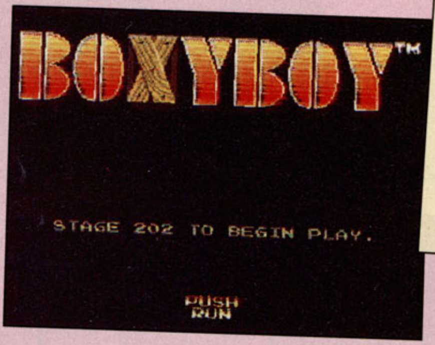

STATUS DEBUG
LEVEL 01 HP 020/020
STR 020 GOLD 00136
DEF 020 EXP 00084
NEXT EXP 00100
PLAYER
ENEMY
HIT POINT 020 020 RING 007
EXP POINT 00084 GOLD 00136

Follow these steps carefully to become invincible in Wanderers from Ys. Begin the game, then **press Reset**. When the American Sammy screen is fully visible and before it begins to fade out, **use Controller Two and quickly push Up, Down, Up, Down, Select, and Start**. Then switch back to Controller One, begin your game, and **press Select** to enter the Character Display screen. **Choose Status**. Finally, **use Controller Two and press Select while in the Status screen**. If the word **Debug** appears next to the word Status, you'll live forever! Press Select once more to deactivate invulnerability.

Big Bad "Scott" Wolf, Disneyland, CA

Boxy Boy (TurboGrafx-16)

Passwords


BOXYBOY™
STAGE 202 TO BEGIN PLAY.
PUSH RUN

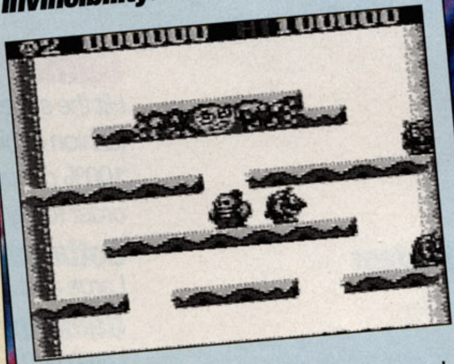
Enter these passwords to sample some of Boxy Boy's stages:

Stage 24:	Screw
Stage 144:	Candy
Stage 202:	Brush

Dorothy Leifer, Cleveland, OH

Snow Bros. Jr. (Game Boy)

Invincibility!

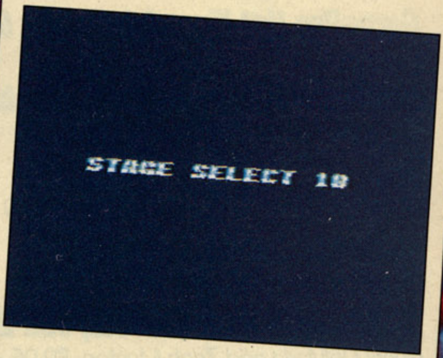

2 000000 HI 100000

To avoid taking damage in Snow Bros. Jr. for the Game Boy, **hold down Left, Down, A, and B simultaneously at the title screen and push Start**. Now you'll never be damaged!

Ram Krubeck, Dubuque, IA

Twin Cobra (Genesis)

Stage Select

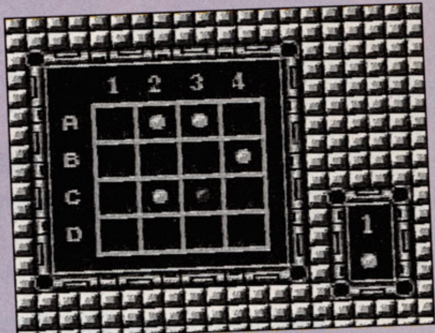

STAGE SELECT 18

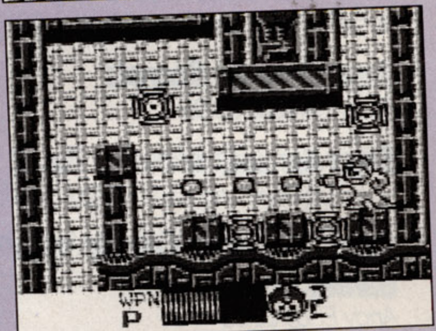
To access any stage in Twin Cobra, **enter Up, Down, Right, Left, and Start at the title screen**. Now pick your starting level!

Jack Markovich, Rolling Meadows, IL

Mega Man (Game Boy)

Mega Passwords!





Rock Dr. Wily's world with these password entries:

Fire: A1, B1, B2, C4, D2

...plus Cut: A2, B2, C3, D1, D3

...plus Elec: A3, B2, B3, B4, C4

...plus Ice: A2, A3, B4, C2, C3

Slasher Quan

Continued on page 92.

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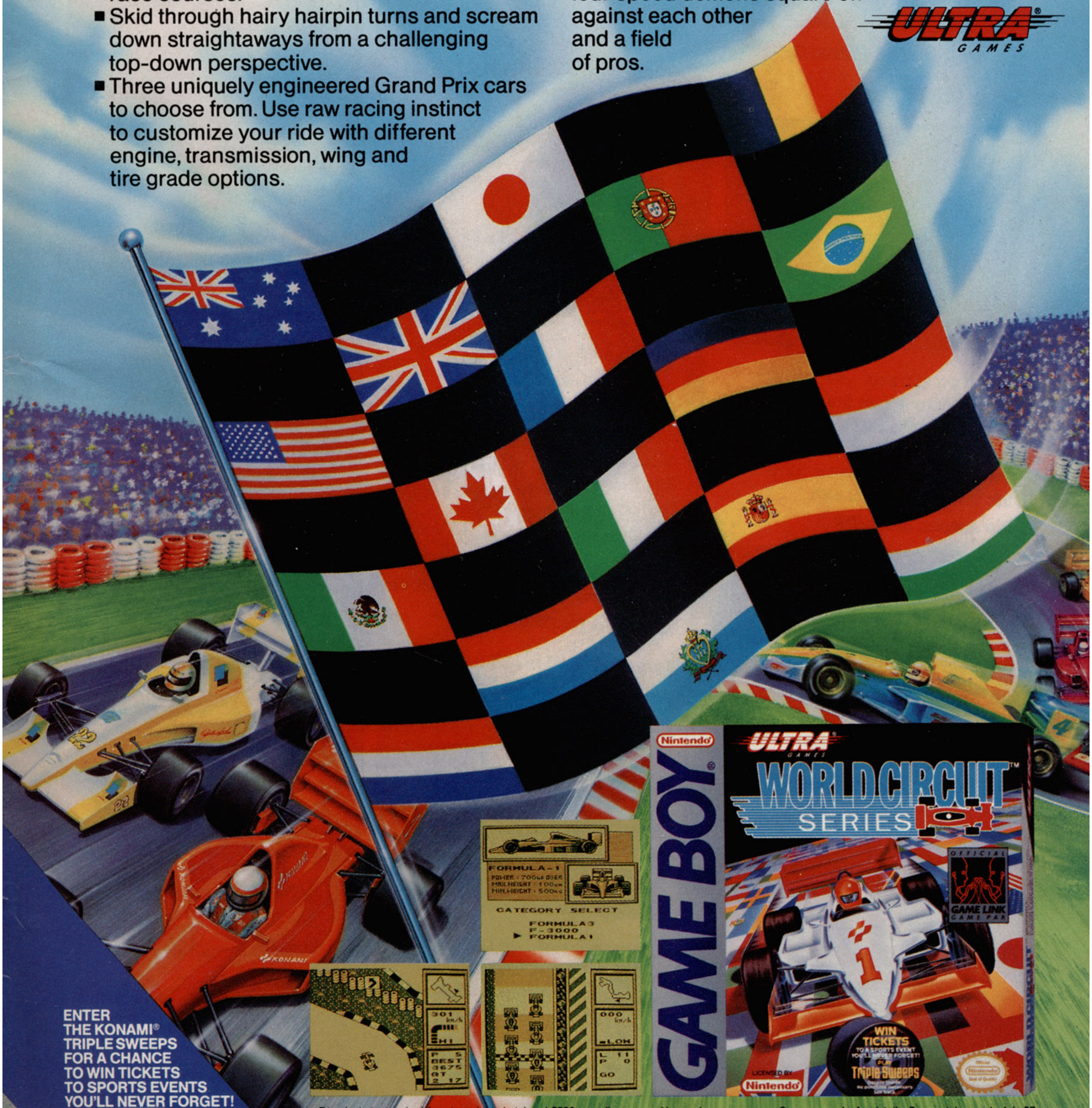
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SWATPRO

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Earnest Evans (Genesis)

Stage Skip!

HISCORE
SCORE
LIFE
WEAPON

Here's how to choose your level in Earnest Evans. **Pause the game** at any area. **Then press Up, A, Down, B, Left, A, Right, B, and then unpause.** You'll skip to the next stage of the game! Use this trick whenever you wish.

Ron Douglas, Austin, MN

Super Castlevania IV (Super NES)

Level Nine Pork Chops!

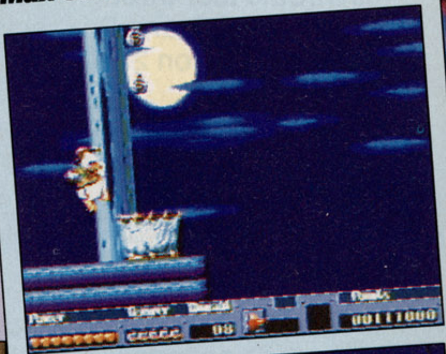
PLAYER
ENEMY

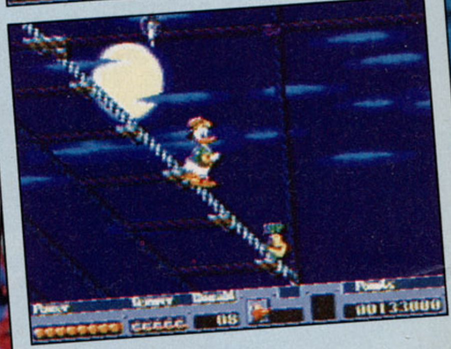
Although it will take a ton of jumping, you can grab **an easy Pork Chop in Level 9** of Super Castlevania IV. **Hop on a Treasure Chest 255 times** and you'll receive the meat free of charge!

Paul Rhodes, Pittsburgh, PA

QuackShot (Genesis)

Max Out Your Lives



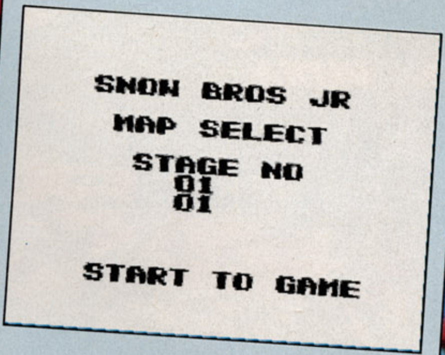


To rack up tons of 1-ups in the Viking Ship area, climb the mast in the elevator and collect the bags of money. At the top of the elevator, walk to the right. Follow the rope path down and you will find an extra life. Retrace your steps, leave the screen, and repeat this process to max out your lives.

June Marshall, Chicago, IL

Snow Bros. Jr. (Game Boy)

Stage Select!



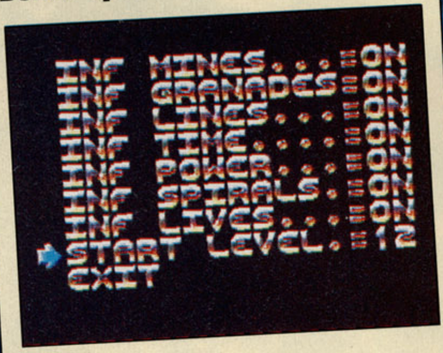
```
SNOW BROS JR
MAP SELECT
STAGE NO
01
01

START TO GAME
```

Here's how to skip a few stages in Snow Bros. Jr. At the title screen, **hold down Up, Select, and B, and press Start.** Then push Up or Down to choose your starting stage!

Ram Krubeck, Dubuque, IA

Turrican (Genesis)

Bonus Options Menu



```
INF MINES...:ON
INF GRANADES:ON
INF LINES...:ON
INF TIME....:ON
INF POWER...:ON
INF SPIRALS.:ON
INF LIVES...:ON
START LEVEL.:12
EXIT
```

Here's a way to access tons of special options in Turrican. Enter the option screen and **move the cursor to Exit.** Next, **while holding down Down on the pad, press A, B, B, A, B, A, A, B, A, A, B, A, A.** Now you can select your starting level and more!

Michael Hage, Paducah, KY

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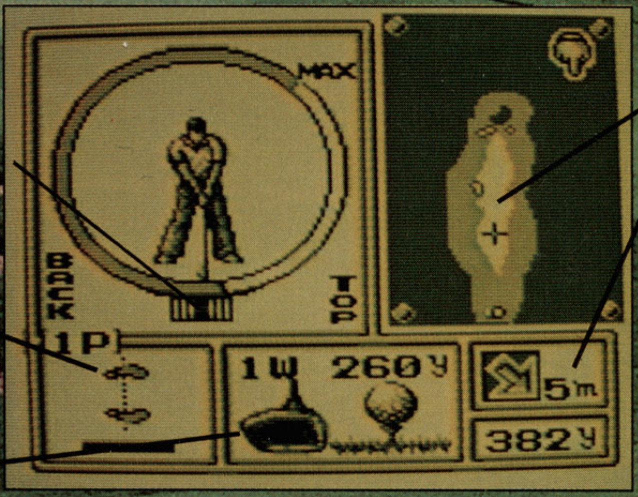
IF IT WERE ANY MORE AUTHENTIC YOU'D HAVE TO PAY GREENS FEES.


MAX
BACK
TOP
1P
1W 260y
5m
382y

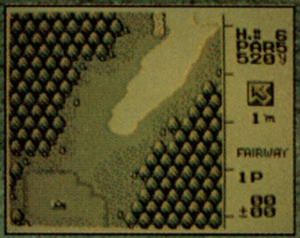
Back spin or top spin can turn a good shot into a great one.

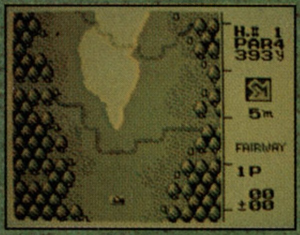
Adjust your stance to hit a draw or fade.

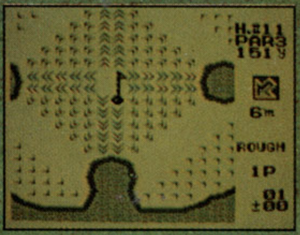
Select your club or use the computer's recommendation.

Scan the entire hole's topography before aiming your shot.

Play your shot according to wind speed and direction.


H.# 6
PAR5
520y
1m
FAIRWAY
1P
±00


H.# 1
PAR4
393y
5m
FAIRWAY
1P
±00


H.#11
PAR3
151y
6m
ROUGH
1P
-01

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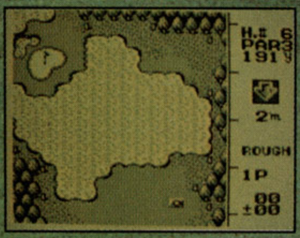
H.# 6
PAR3
191y
2m
ROUGH
1P
±00

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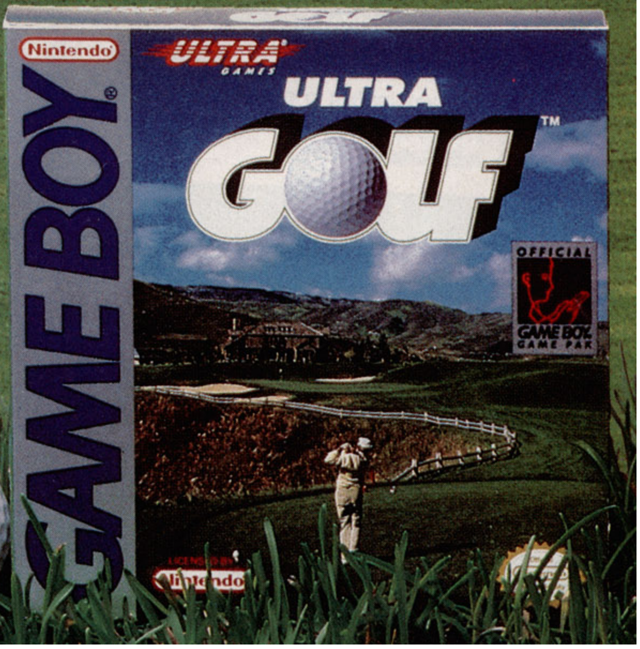
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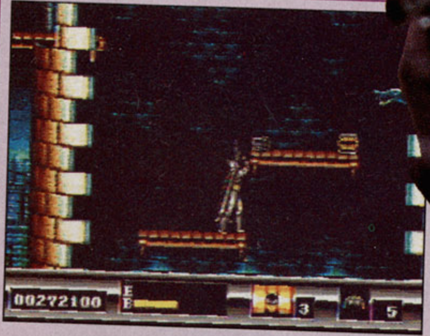
GENESIS GAME BUSTERS

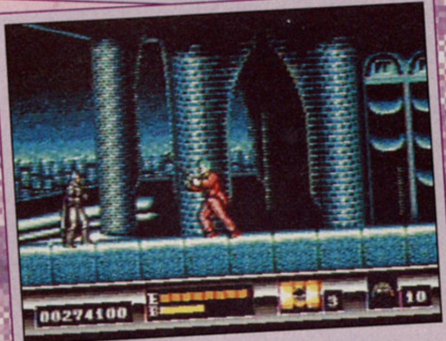
BATMAN

By Boss Music

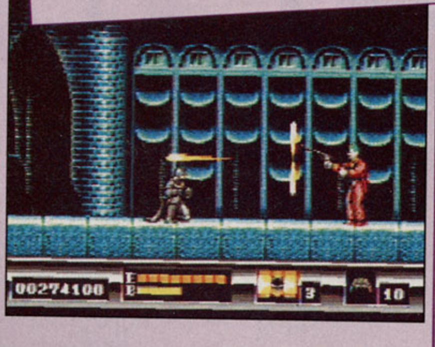
The Joker invites the Dark Knight to dance with the devil by the pale moon light on the top of the Gotham Cathedral. He escaped on the NES version, but on the Genesis, laughing boy's dead meat!



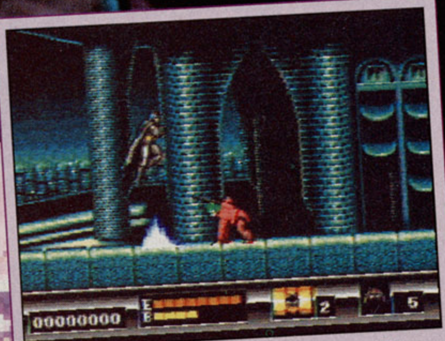
1) PROTIP: Snag these Batarangs in the Gotham Cathedral. Then leap quickly or the platform will give way underfoot.



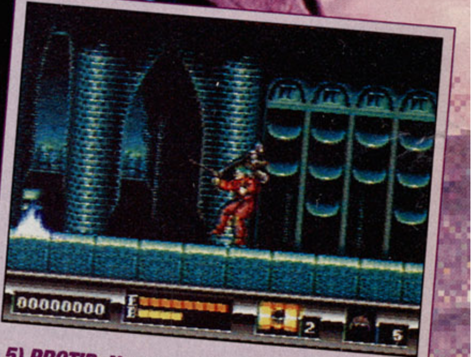
2) PROTIP: Heeeeeere's the Joker! Watch and wait for him to make the first move. From a safe distance, feel free to peg him with Batarangs.



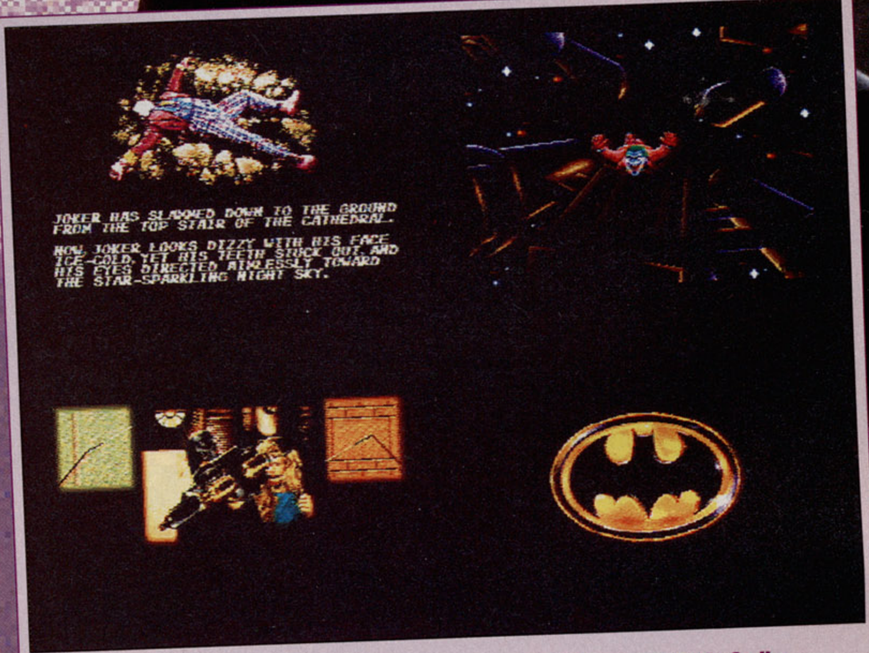
3) PROTIP: The Joker has two primary attacks. Duck his long barreled gun...



4) PROTIP: ...Or leap over his blazing floor-scorchers.



5) PROTIP: Now move it and pound the Joker's face in with leaping knee drops.



JOKER HAS SLAMMED DOWN TO THE GROUND FROM THE TOP STAIR OF THE CATHEDRAL.

NOW, JOKER LOOKS DIZZY WITH HIS FACE ICE-COLD, YET HIS TEETH STUCK OUT AND HIS EYES DIRECTED AIMLESSLY TOWARD THE STAR-SPARKLING NIGHT SKY.

6) After rescuing Vicky Vale from the Joker's clutches, Batman sends Mr. Smiles hurtling to his death. Will the Joker ever return? Ask Sunsoft!

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THERE IS NO COMPETITION

SHRINK REPEAT HOLD
START PROG. SAVE
TRITON PAD™
RECORDING CONTROLLER
SELECT
A B a b rf
TRI-1000N
SHRINK REPEAT HOLD
SELECT START PROG. SAVE
TRITON PAD
RECORDING CONTROLLER
A B X Y P
TRI-1000SN
SHRINK REPEAT HOLD
START PROG. SAVE
TRITON PAD™
RECORDING CONTROLLER
A B C a b rf
TRI-1000S

Features	**Triton Pad**	**Others**
Program Feature (up to nine moves in one stroke)	YES	NO
Repeat Feature	YES	NO
Shrink Feature	YES	NO
Hold Feature	YES	NO
Rapid Fire Feature	YES	YES/NO

- Repeat Feature: Continuously repeat your programmed maneuvers with a touch of a button.
- Shrink Feature: Replay programmed maneuvers at Program, Turbo, or Super Turbo speeds.
- Hold Feature: Play your moves while the TRITON PAD repeats programmed maneuvers.
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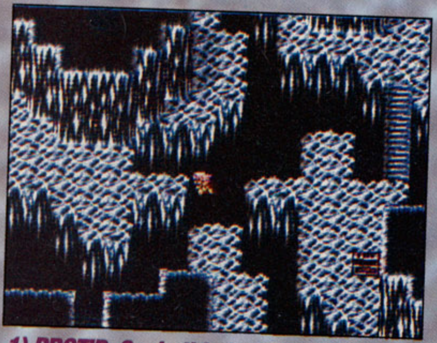
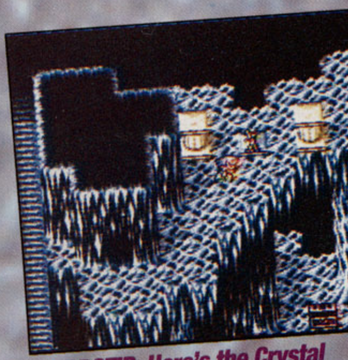
Final Fantasy II

By Boss Music

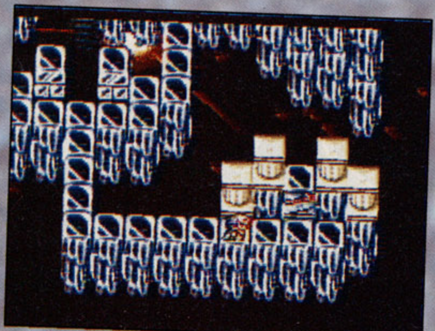
Thanks to the blowout strategy guide we threw at ya in GamePro's February, 1992 issue, Cecil has finally reached Lunar Subterrain. Now join us for the exciting conclusion to Final Fantasy II.



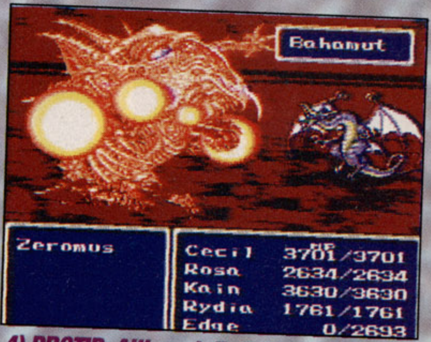
1) PROTIP: Scale this invisible Level 6 bridge to find the Crystal Sword, the most damaging blade in the game!



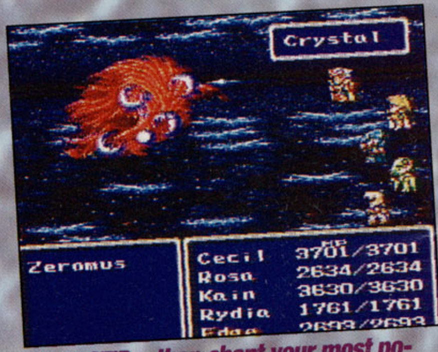
2) PROTIP: Here's the Crystal Sword! To claim it, you must defeat a Wyvern. Cast Rosa's holy White Spell combined with Rydia's Asura for a great hurt/heal combo.



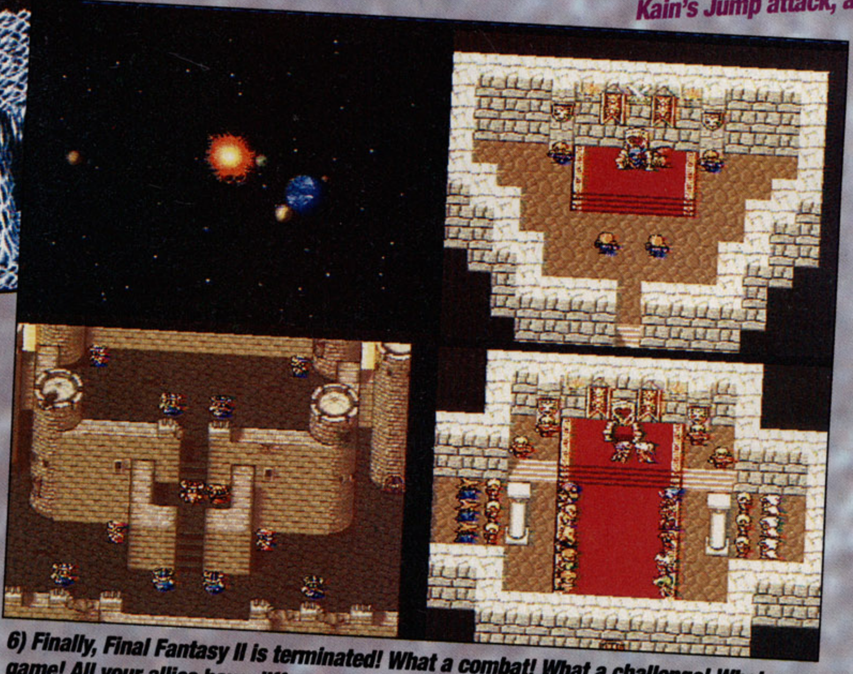
3) PROTIP: While you're searching for other powerful weapons, don't forget to grab the Whip of Flame on Level 2, the Mura-same on Level 3, the Lance of White on Level 7, and the Masamune on Level 8 (pictured). Also, if you're low on experience, beat up on Behemoths, Red Dragons, and Blue Dragons to boost your power levels.



4) PROTIP: Although FuSoYa's and Golbez's combined Meteo spell knocks off Zemus in the first round, he rises from the dead! First transform him with your Crystal into the ultimate evil incarnation, Zeromus...



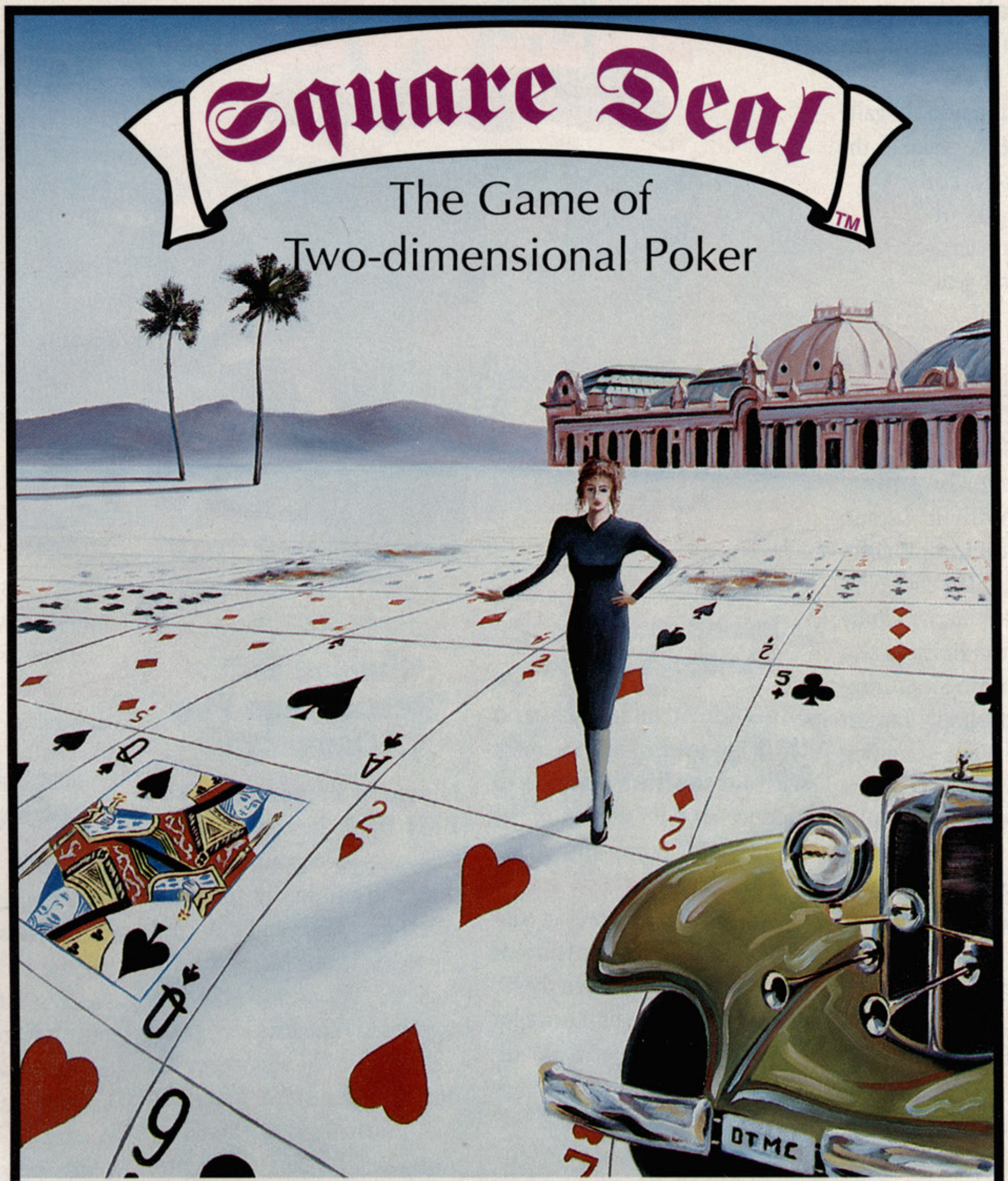
5) PROTIP:...then chant your most potent spells and summonings! For maximum damage, try Rosa's White spell and Rydia's Bahamut summoning. If healing's called for, rely on Rosa's Cure 4 and Rydia's Asura. Supplement your spells with strong hand-to-hand support, including Cecil's Crystal Sword, Kain's Jump attack, and Edge's Spoon Dagger followed by Ninja Stars. If you're around level 60, don't worry. You can outlast Zeromus and his 110,000 hit points.



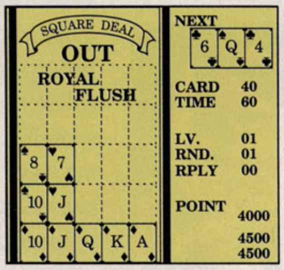
6) Finally, Final Fantasy II is terminated! What a combat! What a challenge! What a game! All your allies have different ending scenes. You'll have to play the game yourself to see the story's lengthy conclusion. Just scope these pics and salivate!

Square Deal™

The Game of Two-dimensional Poker



Enter the glamorous, glitzy world of a high stakes game of chance at one of the world's poshest casinos. The name of the game is Square Deal™.



```
SQUARE DEAL      NEXT 6 Q 4
OUT
ROYAL            CARD  40
  FLUSH          TIME  60

                 LV.   01
8  7             RND.  01
                 RPLY  00
10 J
                 POINT
                       4000
10 J  Q  K  A          4500
                       4500
```

It's a compelling challenge of skill, luck, and pure concentration on your Nintendo® Game Boy® System. Place your bets...if your adrenalin can take it!

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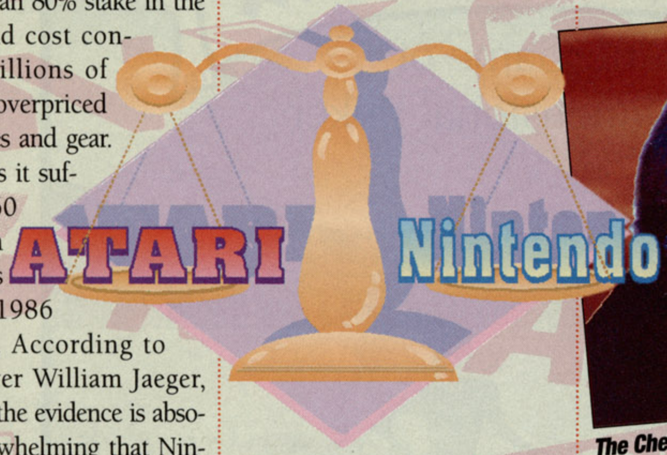
PRO NEWS Report

Nintendo and Atari Go to Trial

Atari Corporation's antitrust lawsuit against **Nintendo** has gone to court. In the suit, Atari alleges that Nintendo illegally carved out an 80% stake in the market and cost consumers millions of dollars in overpriced video games and gear. Atari claims it suffered $160 million in damages between 1986 and 1990. According to Atari lawyer William Jaeger, "We think the evidence is absolutely overwhelming that Nintendo deliberately and willfully monopolized the home video game market in America. Competition was not simply hurt, it was obliterated." But according to John Kirby, a New York lawyer representing Nintendo, Atari "tried to compete on the cheap" and lost out because of its own miscalculations. Atari's main objection involves the way Nintendo enlisted independent software producers to create video games that only run off the Nintendo Entertainment System console. Until December 1990, Nintendo prohibited its licensees from making compatible versions of their NES titles for other game systems over a two-year period after the release of their NES version.



NES to SNES Converter?

Innovation, a U.S.-based company, has created an NES-to-SNES converter that will allow you to play any NES game on the Super Nintendo. The device, called the **"Super Eight Converter"** is expected to be released this Summer. No word on whether Nintendo has approved this product.

Jaleco and Young Indiana Jones

Nintendo licensee, **Jaleco USA**, has reached an agreement with **Lucasfilm Games** to produce an NES version of the popular ABC prime-time series, **"The Young Indiana Jones Chronicles."** This project continues Jaleco's successful relationship with Lucasfilm. In 1990, Jaleco released the hit Lucasfilm personal computer game, Maniac Mansion for the NES. Watch for this potential blockbuster title in the near future.

© 1992 Lucasfilm

The Chessmaster

Hudson Soft's "Responsible Play" Campaign

Nintendo licensee, **Hudson Soft USA**, has announced a campaign to encourage kids to limit the amount of time they spend on video games. According to Marketing Manager Kevin Sullivan, "We want to get a message out to kids that video games are just one of life's pleasures and that there are other important and fun things they should investigate." As part of the program, Hudson Soft USA will establish a phone support line and provide a pamphlet entitled, "Master Higgins 10 Tips for Responsible Play," a guide describing ways to diplomatically regulate video play. For gamers who volunteer to limit their video game play, Hudson Soft USA will offer a membership in a special club, which includes a free quarterly newsletter.

Software Toolworks Does the Genesis

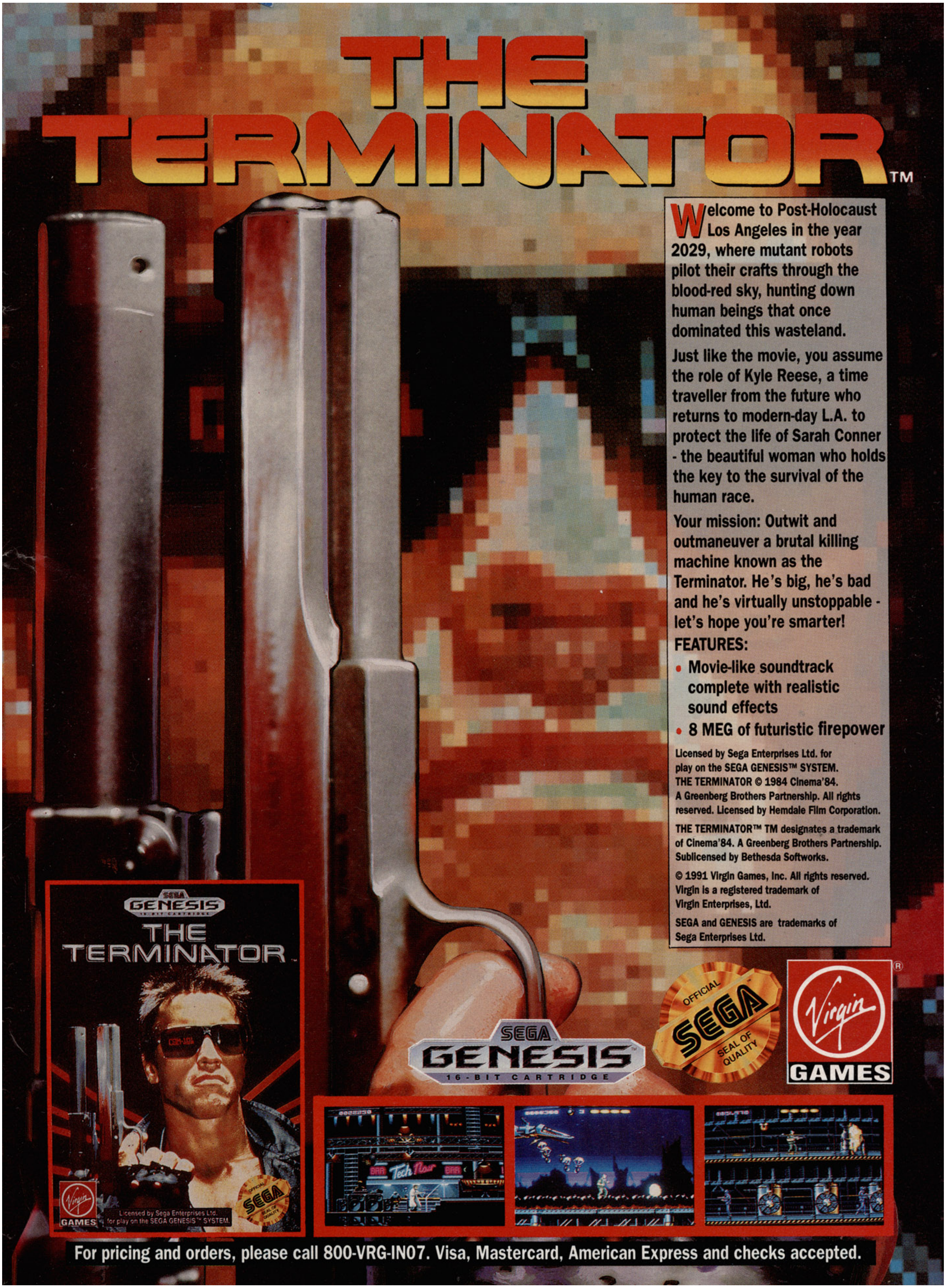
Another large Nintendo licensee has announced plans to develop software for the Sega Genesis. In the second half of 1992, **The Software Toolworks**, makers of the Miracle Piano Teaching System and NES titles such as Gauntlet II, Days of Thunder, Paperboy, and Captain Planet, has announced plans to introduce titles for the Genesis. The first announced title is **The Chessmaster**, a chess simulation game.

Acclaim Acquires Mirrorsoft/Arena

Acclaim Entertainment, Inc. has acquired certain assets of **Mirrorsoft Ltd.**, as well as all the stock of its U.S. subsidiary, **Arena Entertainment**. Mirrorsoft, a leading developer and publisher of entertainment software in Europe, was one of the first entrants into the European markets for both the Sega Master System and the Genesis. It's also one of few companies currently developing products for Sega's Mega-CD system. According to Robert Holmes, president of Acclaim, "This purchase provides Acclaim with access to a broad catalog of titles for a variety of personal computer and dedicated game systems. It also provides key new licenses, such as Aliens III, and strong development resources in both 16-bit and CD-Rom technology."

Continued on page 100.

THE TERMINATOR™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Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

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- 8 MEG of futuristic firepower

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SNES 32-Meg PCB and Mouse

Nintendo Corporation Ltd. (Nintendo of Japan) has announced a new **32-Meg PCB** for the Super Nintendo. The PCB will be called the "Memory Map."

In other SNES news, Nintendo of Japan has announced that they will release a **Mouse accessory** for the Super Nintendo. The Mouse will be available in Japan in September. No word yet on price or U.S. availablity with either of these device – but stay tuned!

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6. Pitfighter
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8. Super Off Road
9. F-22 Interceptor II
10. Kid Chameleon

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2. Tecmo Super Bowl
3 Terminator 2: Judgment Day
4. G.I. Joe - The Atlantis Factor
5. Star Trek - 25th Anniversary
6. Super Spy Hunter
7. Mega Man 4
8. Tiny Toon Adventures
9. Toxic Crusaders
10. Dragon Warrior III

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

Nightshade Contest Winners

Here are the winners of the Nightshade contest that ran in the December, 1991 issue of GamePro. Each winner will receive a copy of Nightshade for the NES, courtesy of Konami.

Edward J. Buchter
Philadelphia, PA

Raul De La Cruz
Houston, TX

Matt Juilfs
Tecumseh, NE

Robert Macheska
Ransom, PA

Kevin Mo
Chicago, IL

Chuong Nguyen
La Mirada, CA

Kenneth Sheridan
Parry Sound, Ontario, Canada

Rocky Silvestri
Huntington, NY

Bernardo Valdivia
Los Angeles, CA

Andrew Wan
Los Gatos, CA

Contest Corner

Here are a couple of video game contests going on right now!

T&E Soft's True Golf Classics: Pebble Beach Golf Links Sweepstakes

GRAND PRIZE

Two roundtrip tickets to San Francisco, accommodations (double occupancy) on the scenic Monterey Bay Peninsula for one week, two rounds of golf for two people at Pebble Beach, 5-day car rental, and $1,000 spending money. Wow!

To enter: Send in the sweepstakes card (found in all True Golf Classics: Pebble Beach Golf Links game boxes) or send a 3x5 postcard with your name, address, phone number, and age to: True Golf Classics Sweepstakes, Pebble Beach Golf Links, P.O. Box 848, Grand Rapids, MN 55744-9946. Only one entry per household will be accepted. Entry must be received by June 1st, 1993.

Working Designs' TurboTest – Parasol Stars: Bubble Bobble III

GRAND PRIZE

A PC-Engine Duo (the new TG-16/CD-ROM combo from NEC), two SuperCD or Hucard games, a Pioneer DIS Audio/Video Dolby Pro-Logic Surround Sound Receiver, Infinity Reference Six Loudspeakers, and a 26" Stereo Color TV/Monitor.

SECOND PRIZE

A Cadash arcade machine.

THIRD PRIZES (2)

TurboGrafx-16 CD player with the winner's choice of one CD game.

FOURTH PRIZES (5)

TurboTap, 2 TurboSticks, and a Cadash TurboChip.

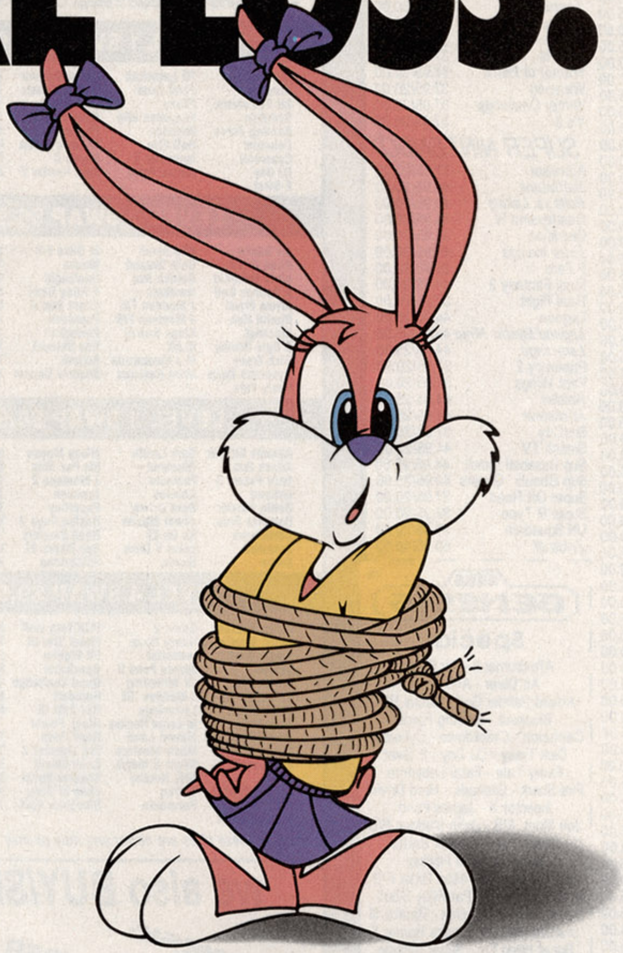
In addition, every qualified entry is eligible to win a Cadash TurboChip Card. Five will be given away each month.

To enter: Get the highest one-player score on Round 1 of Level 1 of Parasol Stars: Bubble Bobble III. Take a picture of the play screen with the Player One score and with the playfield clearly visible, or send a videotape of your game. Also include the UPC CODE from the Parasol Stars box (found in the lower right-hand corner on the back of the box) and a 3x5 postcard with your name, complete address, telephone number with area code, and age. Send your entry to: Parasol Stars TurboTest, 18135 Clear Creek Rd., Redding CA 96001

Entries must be received by May 15, 1992. You better hurry on this one!

NOTE: Entries cannot have scores attained by picking up the Rainbow Necklace. The Rainbow Necklace creates a Miracle that displays three Star Crests at the top of the screen. Entries that have the three Crests will be disqualified.

PREVENT HARE LOSS.



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TINY TOON
Adventures
BABS' BIG BREAK
GAME BOY
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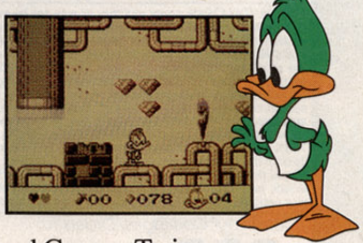
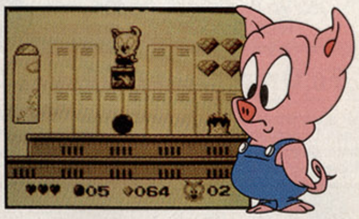
Babs was about to get her Big Break in this all new adventure for Game Boy,® until Montana Max put her career on the ropes. Now you must join Buster, Plucky and Hamton to help save her dreams of stardom.



You'll bop, spin and fly through four toony levels packed with amazing cartoon-like graphics, including the Pipsqueak Pipe Maze and Groovy Train. You'll also power-up with attack carrots, pineapples and watermelons. Score big points in the Montana Mash subgame. And team up with Dizzy Devil, Furrball and other wacky characters in the most hare brained rescue mission ever conceived.



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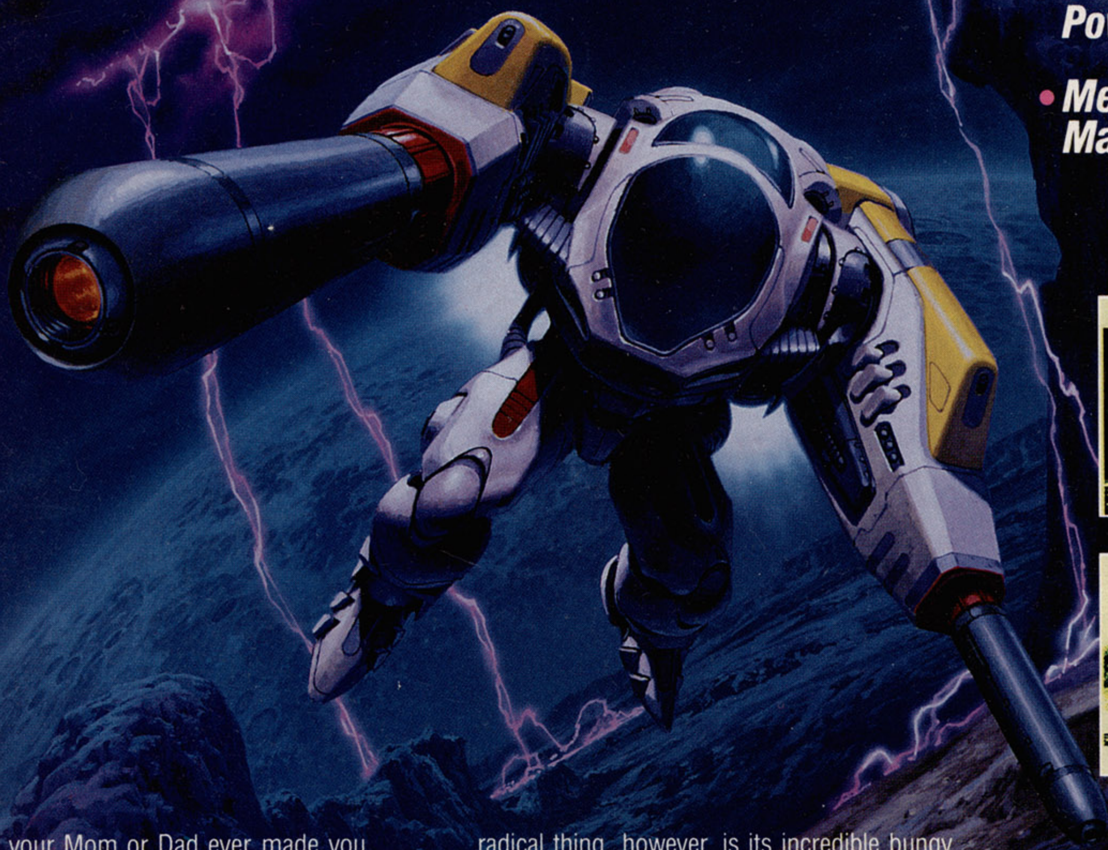

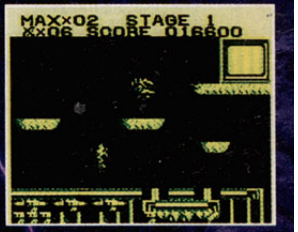

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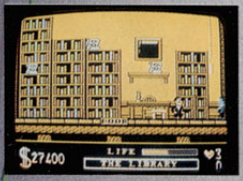

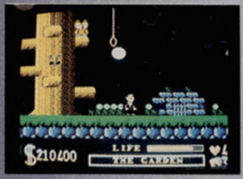

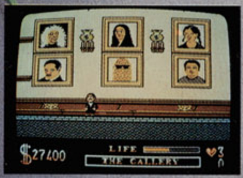

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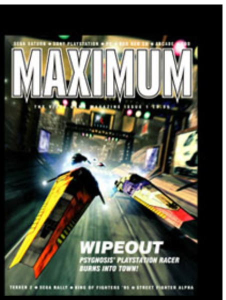

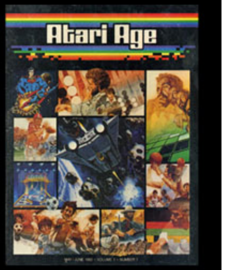

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